UNLOCK THE POWER OF YOUR FAVORITE VIDEO GAMES!

VIDEO GAME ENHANCER

GAME GENIE™

16-BIT SUPER

For the Super Nintendo Entertainment System®

galoob®

CODEBOOK & PROGRAMMING MANUAL

Index to Games ..... Next Page
Introducing Game Genie™ Video Game Enhancer 3
Connecting Game Genie 4
Connecting the Game Pak 4
Connecting Game Genie 7
Removing Game Genie 7
Powering Up 8
Entering Codes 9
Correcting Mistakes 10
Starting the Game 10
Advanced Code Editing Features 11
Uses of the Effects Switch 11
Problem Codes 12
Troubleshooting Guide 14
Video Game Home Programming 17
Key to Code Symbols 20
Game Listings 21

If you have a problem with Game Genie,™ call the GAME GENIE HELPLINE for immediate assistance:

1-513-868-8835

NEW CODES NOT AVAILABLE BY PHONE.
SEE BACK PAGE FOR CODE UPDATE OFFER!

Game Genie™ works on many game titles for the Super Nintendo Entertainment System®. Not all effects can be created at the same time, some effects and combinations of effects are not available on some games, and some game features may not be accessible.

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1 Act Raiser™ 21
2 Addams Family™ 21
3 Bill Laimbeer's Combat Basketball™ 22
4 Contra™ III— The Alien Wars™ 23
5 D-Force™ 23
6 Darius Twin™ 25
7 Drakkhen™ 26
8 Earth Defense Force™ 27
9 Extra Innings™ 28
10 F-Zero™ 29
11 Final Fantasy II™ 29
12 Final Fight™ 29
13 Gradius III™ 30
14 Hal's Hole In One Golf™ 31
15 Home Alone™ 31
16 HyperZone™ 33
17 Joe & Mac™ 33
18 John Madden Football™ .. 34
19 Krusty's Super Fun House™ 36
20 Lagoon™ 37
21 Legend of the Mystical Ninja™ 38
22 Legend of Zelda™ A Link to the Past™ 39
23 Lemmings™ 39
24 Paperboy™ 2 43
25 Pilotwings™ 44
26 Pit-Fighter™ 44
27 Radical Psycho Machine Racing™ 45
28 Raiden Trad™ 46
29 Rival Turf!™ 47
30 Rocketeer™ 48
31 Sim City™ 50
32 SmartBall™ 50
33 Space Football™ 51
34 Street Fighter II™ 51
35 Super Adventure Island™ 52
36 Super Baseball Simulator 1.000™ 53
37 Super Bases Loaded™ 54
38 Super Castlevania IV™ 55
39 Super Ghouls 'N Ghosts™ 55
40 Super Mario World™ 56
41 Super Off-Road™ 57
42 Super R-Type™ 58
43 Super Smash TV™ 59
44 Super Tennis™ 61
45 Teenage Mutant Ninja Turtles™ IV — Turtles in Time™ 61
46 Top Gear™ 62
47 Ultraman™ 63
48 UN Squadron™ 64
49 WWF Super WrestleMania™ 64
50 Xardion™ 65
51 Ys – Wanderers from Ys III™ 66

Introducing Game Genie™ Video Game Enhancer for the Super Nintendo Entertainment System®

With Game Genie™ video game enhancer, you can temporarily change certain game-play features and create special effects on many popular titles for the Super Nintendo Entertainment System®. The changes you make with Game Genie are not permanent, and disappear when the power to the game deck is turned off. When connected properly, Game Genie will not damage either your game paks or your game deck.

Game Genie connects between your game pak and game deck. It introduces its own startup screen, called the "Code Screen," when you turn on the game deck power. On this screen, you enter special codes listed in this manual to modify game-play features and create special effects. (Games appear in alphabetical order beginning on page 21.) Or, you can program your own codes.

Up to five codes can be entered at the same time. Some effects require that more than one code be entered.

Before you begin entering codes, you must properly connect the Game Genie unit.

First, the Super Nintendo Entertainment System® should be connected normally, following the instructions that came with it. If you are a first-time Super NES™ user, first read the control deck instructions to familiarize yourself with its operation.

Before Using your New Game Genie™

1) Clean

We recommend that you first thoroughly CLEAN YOUR SUPER NES™ DECK AND ALL YOUR GAME PAKS BEFORE CONNECTING YOUR NEW GAME GENIE™.

Use a Cleaning Kit such as the Super NES™ Cleaning Kit. Follow the instructions that come with the kit.

2) Test

TEST the function of your Super NES™ Deck and all your Game Paks before connecting your new Game Genie™.

3) Read

Read all instructions on pages 4 to 13 of this manual.

If you have a problem with Game Genie,™ call the GAME GENIE HELPLINE for immediate assistance:

1-513-868-8835

NEW CODES NOT AVAILABLE BY PHONE. SEE BACK PAGE FOR CODE UPDATE OFFER!

WARNING: YOUR GAME GENIE IS SPECIALLY DESIGNED TO PREVENT REMOVAL OF THE GAME PAK OR GAME GENIE FROM THE DECK WHILE THE DECK POWER IS ON.

ALWAYS SLIDE THE DECK POWER SWITCH TO THE OFF POSITION BEFORE REMOVING THE GAME PAK OR GAME GENIE!

Connecting the Game Pak

IMPORTANT: FRONTS (TITLE LABEL SIDES) OF GAME PAK AND GAME GENIE MUST FACE IN THE SAME DIRECTION.

1) Hold the Game Genie with the front (LABEL SIDE) facing you. (Figure 1)

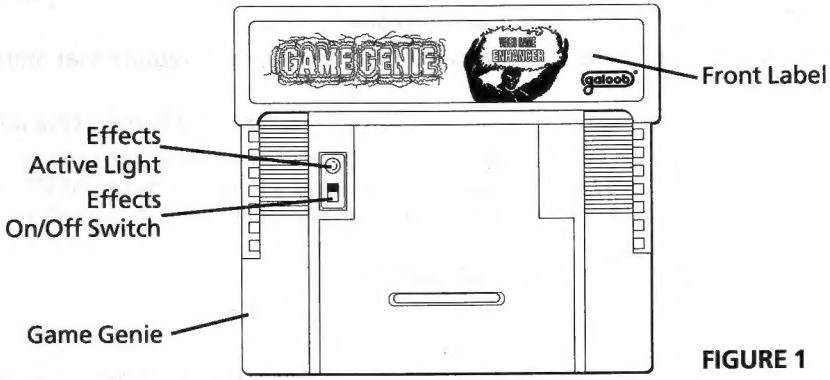


FIGURE 1

2) Open the GAME HOLDER on the Game Genie by pulling the HOLDER outward (toward you).(Figure 2)

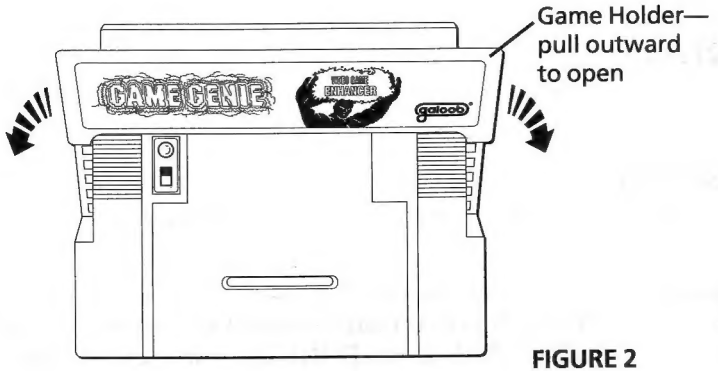


FIGURE 2

3) Hold your Game Pak with the front (TITLE LABEL SIDE) facing you.

4) Carefully plug the Game Pak all the way onto the black connector inside the GAME HOLDER on the Game Genie. (Figures 3, 4 and 5)

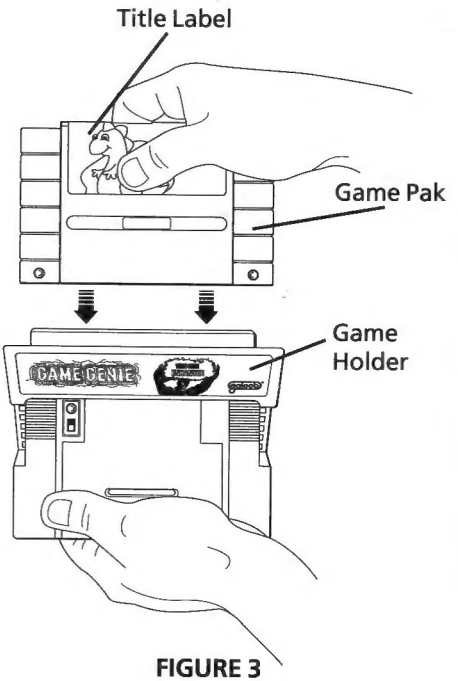


FIGURE 3

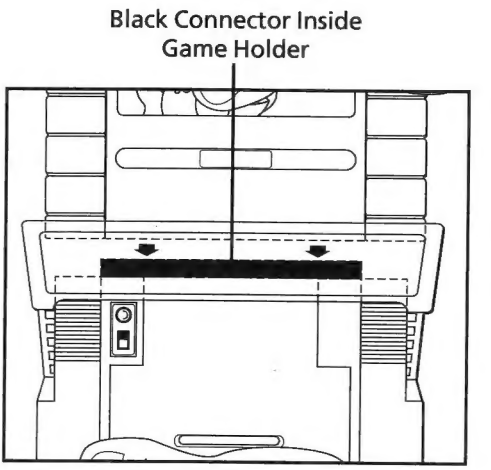


FIGURE 4

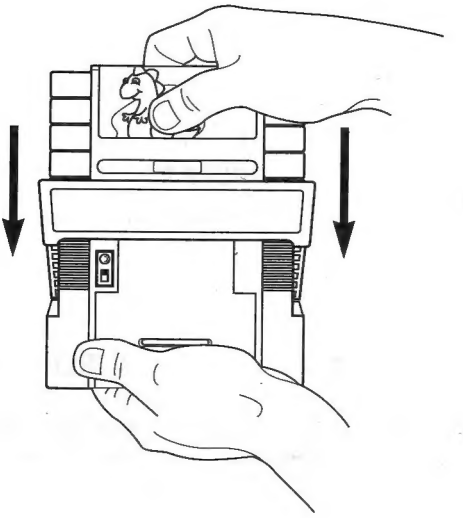


FIGURE 5

5) Close the GAME HOLDER by pressing the label area of the HOLDER ALL THE WAY BACK against the Game Pak. (Figure 6)

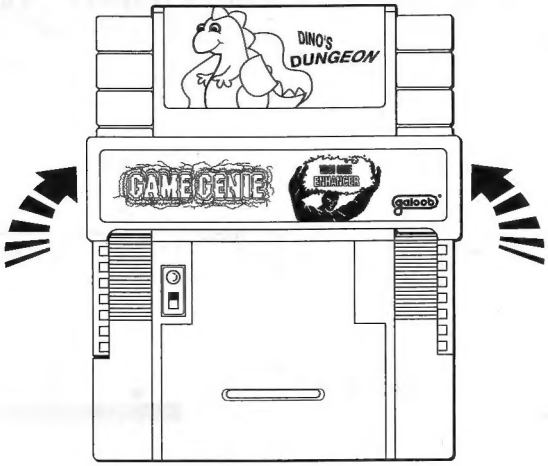


FIGURE 6

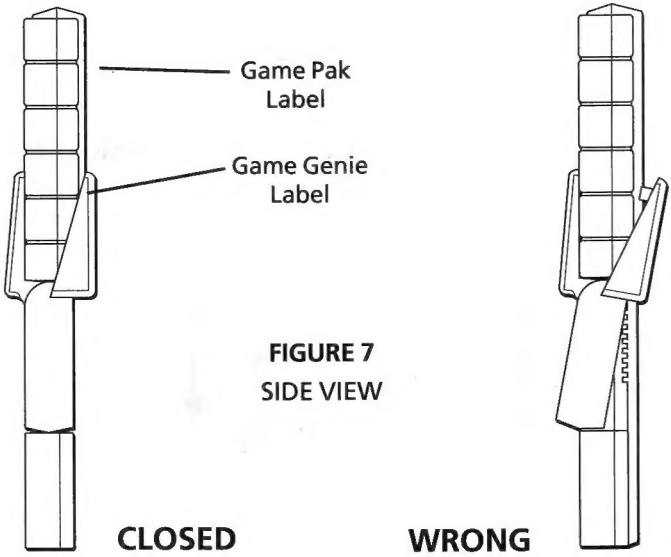


FIGURE 7
SIDE VIEW

6) If the HOLDER does not close flat against the Game Pak, make sure the Game Pak is pushed ALL THE WAY onto the black connector and the Game Pak label is facing FORWARD. (Figure 7)

Connecting Game Genie

1) ALWAYS SLIDE THE DECK POWER SWITCH TO THE OFF POSITION BEFORE INSERTING THE GAME GENIE.

2) WITH GAME GENIE AND GAME PAK LABELS BOTH FACING FORWARD, firmly plug the Game Genie (with Game Pak attached and the Game Holder fully closed) all the way into the slot in the top of the deck, as you would an ordinary Game Pak, until it stops. (Figure 8)

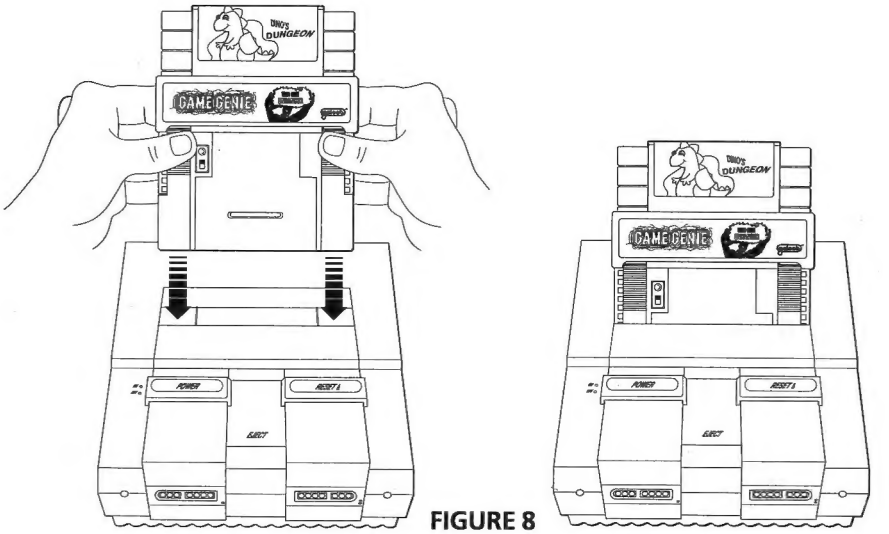


FIGURE 8

IF YOU HAVE DIFFICULTY INSERTING THE GAME GENIE INTO THE DECK SLOT, MAKE SURE THE GAME HOLDER IS FULLY CLOSED. SEE STEPS 1-6 IN THE PREVIOUS SECTION.

IMPORTANT: BE CAREFUL NOT TO ROCK THE GAME GENIE AND GAME PAK BACK AND FORTH WHEN THEY ARE IN THE DECK. PUSH STRAIGHT DOWN TO INSERT AND PULL STRAIGHT UP TO REMOVE.

Removing Game Genie

1) ALWAYS SLIDE THE DECK POWER SWITCH TO THE OFF POSITION BEFORE REMOVING THE GAME GENIE.

2) Press and hold down the deck's EJECT Button, grasp Game Genie with the other hand, and pull it STRAIGHT UP to remove. (Figure 9, next page)

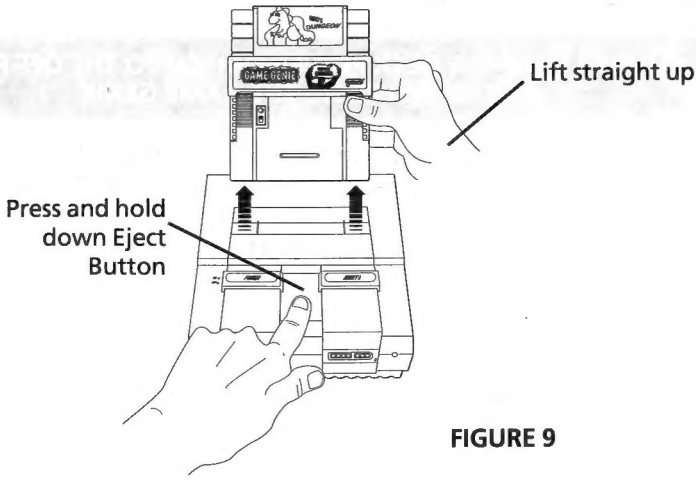


FIGURE 9

3) Pull open the Game Holder.

4) Carefully remove the Game Pak from Game Genie.

Powering Up

1) With Game Genie and the Game Pak plugged into the deck, make sure the EFFECTS ON/OFF SWITCH on the front of the Game Genie is in the UP (ON) position. (Figure 10)

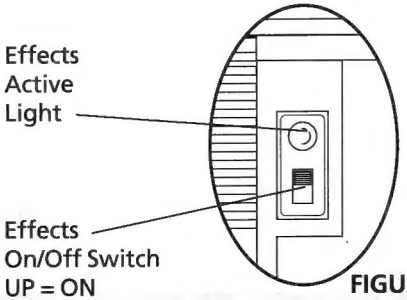
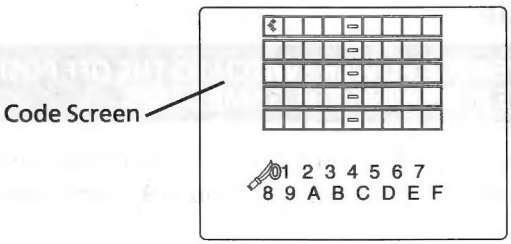


FIGURE 10

2) Turn on the game deck power.The green EFFECTS ACTIVE LIGHT on the Game Genie will light up, and instead of the game starting, you will see two brief title screens and then the Game Genie Code Screen. (Figure 11)

IF THE DECK POWER SWITCH WILL NOT SLIDE TO THE ON POSITION, REMOVE THE GAME GENIE AND RE-INSERT ACCORDING TO THE INSTRUCTIONS ABOVE. DO NOT FORCE THE SWITCH.



IF CODE SCREEN DOES NOT APPEAR, SEE INSTRUCTIONS ON NEXT PAGE

FIGURE 11

IF THE GREEN EFFECTS ACTIVE LIGHT DOES NOT LIGHT, MAKE SURE THE DECK IS PLUGGED IN AND THE DECK'S RED POWER INDICATOR LIGHT IS ON

IF THE CODE SCREEN DOES NOT APPEAR, OR THE SCREEN IS BLANK OR BLINKING:

- SLIDE DECK POWER SWITCH TO THE OFF POSITION, PUSH GAME GENIE ALL THE WAY INTO THE DECK, SLIDE POWER SWITCH TO ON POSITION.
- TURN DECK POWER SWITCH OFF AND THEN ON AGAIN.
- TURN OFF DECK POWER, REMOVE THE GAME GENIE AND RE-INSERT INTO THE GAME DECK.
- MAKE SURE THE GAME GENIE EFFECTS ON/OFF SWITCH IS IN THE UP (ON) POSITION

IF THE GAME GENIE CODE SCREEN STILL DOES NOT APPEAR:

- REMOVE THE GAME GENIE, OPEN THE HOLDER, UNPLUG THE GAME PAK, AND TEST BOTH THE GAME PAK AND THE GAME DECK BY PLAYING THE GAME IN THE NORMAL WAY. IF BOTH THE GAME PAK AND GAME DECK ARE FUNCTIONING PROPERLY, THEN RE-INSTALL THE GAME GENIE AND TRY AGAIN.
- SOME GAMES MAY BE INCOMPATIBLE WITH GAME GENIE AND THE CODE SCREEN WILL NOT APPEAR, OR TV SCREEN WILL BLINK.

Entering Codes

1) To enter codes, look up the game title in this manual and choose the codes you wish to use. Games appear in alphabetical order beginning on page 21. Remember, you can enter up to five codes at a time, but some effects use more than one code. Codes are eight characters (letters and numbers) long.
2) The 2 lines of characters in the bottom portion of the screen are the Letter/Number Choices that make up the codes. You will see a Sword on the screen pointing to the Letter Choice "0" on the left side of the screen. (Figure 12)
3) The 5 rows of blank squares are the Code Lines. The "Swirling Star" Cursor will appear on the first space of the top Code Line. (Figure 12)

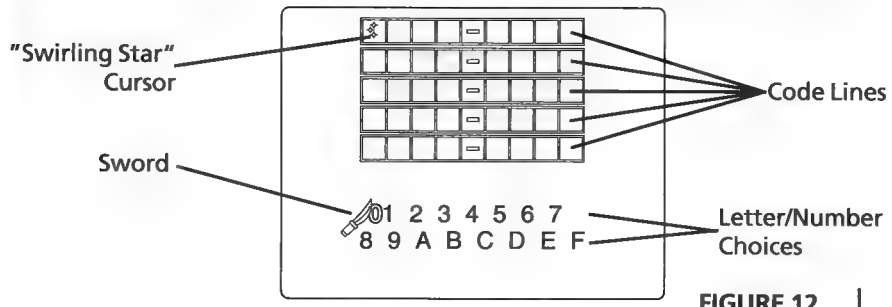


FIGURE 12

4) To enter codes on the Code Screen, use the Number 1 controller.

Note: If you are using a special controller and are having difficulty entering Game Genie codes, try turning off any special features such as "Turbo." OR, use the standard controller that came with your Super NES™ deck to enter the codes, and then replace it with the special controller to play the game.

5) Move the Sword to point to the first Letter Choice of the first code by pressing UP, DOWN, LEFT and RIGHT arrows of the Control Pad.

6) Press the "B" Button on the controller to enter the letter on the Code Line. The "Swirling Star" Cursor will move to the next space. Continue in this way until all the code letters have been entered (and all spaces on the line are filled). You have now entered the first code.

7) After you have completed a Code Line, the "Swirling Star" will move to the first space on the next Code Line.

8) Repeat this procedure to enter up to five codes, if desired.

Correcting Mistakes

1) If you make a mistake and enter the wrong letter, press the "A" Button to backspace and delete the last letter entered. Then enter the correct letter as described in steps 5 and 6 above.

- To start all over again at any point, just turn the deck power switch off and then on again to bring up the empty code screen.

FOR MORE DETAILED INFORMATION ON HOW TO CORRECT AND CHANGE CODES, SEE "ADVANCED CODE EDITING FEATURES," NEXT PAGE.

Starting the Game

When all desired codes have been entered, double-check them to make sure they have been entered correctly. Then press "Start" on the controller to begin the game. The first screen of the game will appear normally. Proceed to play the game as usual, according to the instructions that came with it.

- To return to the Game Genie Code Screen from the game at any time, press Reset.
- To play the game again and keep the same codes in effect, press Reset and then Start.
- To play the game normally without any effects, you do not have to remove the Game Genie. Just press Start with no codes entered on the Code Screen, or move the Effects On/Off Switch to the down (OFF) position and press Start.
- To restart the game with no codes entered, turn the deck power off and then on, and then press Start.

Advanced Code Editing Features

Press Reset during the game, or at the end of the game, to return to the Code Screen. All the codes you previously entered will still appear in the Code Lines. At this point, you can:

1) Restart the game using the same codes by pressing Start.

2) Add, delete or change one or more codes on the screen using these editing techniques:

How to Erase or Change a Code Letter, a Code, or Codes	
TO MOVE THE SWIRLING STAR TO A LETTER OR SPACE ON THE CODE LINES	Press the "X" button to advance one space. Press "Y" to back up one space. OR Hold down "X" and use the control pad arrows to move the "Swirling Star" to the desired letter space. (You can also hold down the "Y" button instead of the "X".)
TO ERASE A LETTER	Move the "Swirling Star" to the desired letter (see above) and press the "A" button
TO CHANGE A LETTER	Move the "Swirling Star" to the code letter you want to change. Use the control pad to move the Sword to the new Letter Choice. Press the "B" button to enter the new letter.
TO ERASE ONE CODE	Move the "Swirling Star" to any letter in the code (see above). Press and hold down both the "L" and "R" buttons. (If there is no code entered on the line where the "Swirling Star" is, this procedure will erase the previous line.)
TO ERASE ALL CODES	Press and hold down both the "L" and "R" buttons and press "A".

Uses of the Effects Switch

To play a game without using effects, move the switch to the down (off) position.

Some players prefer to use effects for only part of a game. For example, they might key in a code for invincibility, but may want to see how far they can get in the game without using the effect. To do this, they would switch off the effect shortly after the game begins (see below), but could switch it back on at some point during the game when they feel they need protection.

Using The Switch During Game Play

Depending on the game you're playing and the codes you're using, the Effects Switch can sometimes be used to turn the effects on and off as you play.

Follow these tips for best results with the Effects Switch:

- ALWAYS MAKE SURE THE SWITCH IS "ON" WHEN YOU PRESS "START" IN THE CODE SCREEN.
- ALWAYS MAKE SURE THE SWITCH STAYS ON UNTIL THE GAME ACTUALLY BEGINS TO PLAY (NOT JUST TITLE OR OPTIONS SCREENS, BUT GAME PLAY ACTION)—EVEN IF YOU DO NOT WANT TO PLAY WITH EFFECTS AT THE BEGINNING OF THE GAME. If you don't want to play with effects, turn the switch off right after game play begins.
- Some effects may take a few seconds to disappear after the switch is turned off.

IMPORTANT: WHEN USING SOME CODES ON SOME GAMES, SOME EFFECTS MAY NOT SHUT OFF, OR SOME GAME CONDITIONS MAY NOT CHANGE BACK TO NORMAL.

For example, many "start with" codes make certain changes at the beginning of the game that will not disappear when you turn off the Effects Switch. If you use a code such as "Start with 9 lives," in a game that normally gives you 3 lives, turning off the switch will not cause the number of lives left to go immediately back to 3. You will continue to use up the remaining number of lives until you lose them all and the game ends.

On most games, codes that may not shut off include "start with" codes affecting lives, credits or character points, level-warp codes, and some other codes.

On most games, codes that are more likely to shut off include invincibility, stop timer, jump codes, and some other codes.

If You Have Problems with Codes. . .

Every code in this book has been tested and verified on all known versions of each game. However, because of the nature of game enhancement, it is possible that some codes or combinations of codes may cause undesired effects at some point in the game play. If this occurs, it will not harm your games or deck.

Simply press Reset or shut off the power to the game deck and turn it back on again to bring up the Code Screen. (Or, continue playing if you can.)

In some situations, turning off the Effects On/Off Switch may solve the problem.

Entering passwords and Game Genie codes together may cause problems on some games.

If you experience an undesired effect:

- Double-check to make sure you entered the codes correctly.
- If the problem occurred when using a single code, enter a different code.
- If the problem occurred when using a combination of codes, try using a different combination of codes, or deleting one or more of the codes.
- Start the game again.

If you become "stuck" in a game because you are using an effect that prevents you from progressing in the game, try turning off the Effects On/Off Switch and seeing if that solves the problem.

For example, if you are using a "stop timer" code and the game requires the timer to run out so the bonus round will end and the next round will begin, you can turn off the effects switch, let the clock run down, and then turn the effects switch back on after the next round has begun.

If Codes Have No Effect

Problem codes turn up from time to time. Codes may not work on all versions of a game. In addition, there are other reasons why codes don't work.

A 16-bit video game contains a very large number of ever-changing conditions. So, despite our intensive testing, you may discover a location, situation, or combination of conditions in a game where a code problem occurs.

We are confident that the vast majority of codes in this book work fine, and we welcome you to call to our attention any problems you may discover.

Reporting Problem Codes

If you come across a problem code or combination of codes, please write to us at the address below. Be sure to include your name, age, address and phone number, along with the problem code(s) and a brief description of the problem and where it occurred in the game. Your observations can help us improve future editions of the Codebook.

Game Genie Consumer Service
2350 Pleasant Avenue
Hamilton, OH 45015

PROBLEM	CAUSE/REMEDY
Can't slide deck power switch to ON position	•Game Genie is not inserted properly. Do not force the switch. Remove Game Genie and re-install according to instructions on pages 7 to 8.
Game "freezes," stops, or is interrupted	•Problem code. WILL NOT HARM GAME. Press reset or turn deck power off and on and re-enter codes. Recheck codes. If using a single code, choose another code. If using 2 or more codes, delete 1 or more codes, or try a different combination of codes. •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ cleaning kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak. •The code you're using prevents progress in a particular part of the game. WILL NOT HARM GAME. Try turning off the Effects On/Off Switch.
Scrambled or distorted picture	•Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ cleaning kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak.
No picture	•Make sure Game Genie is pushed in as far as it will go. •Make sure TV and deck are plugged in. •Make sure TV and deck are turned on. •Make sure TV and deck are connected properly. Refer to Super NES™ instructions. •Make sure Channel 3/4 switch on deck is set correctly. Refer to Super NES™ instructions. •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ cleaning kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak.

No picture, con't.	•Remove Game Genie, insert Game Pak into deck and test normal operation of game and deck. If problem occurs without Game Genie, refer to Super NES™ instructions.
Game Genie Code Screen does not appear	•Make sure Game Genie is pushed in as far as it will go. •Game may be incompatible with Game Genie. Play a different game. •Turn deck power off and then on again. •Remove Game Genie, unplug Game Pak from Game Genie and carefully but firmly reconnect. Reinsert Game Genie into deck. •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ Cleaning Kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak. •Remove Game Genie, insert Game Pak into deck and test normal operation of game and deck. (See "No Picture," above.)
No picture or Code Screen some of the time	•Game may be incompatible with Game Genie. Play a different game. •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ cleaning kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak. •Poor connection of Game Genie, Game Pak and/or deck. Repeat connection procedures.
Picture problems—fuzzy, snow, no color	•Switch off TV automatic fine tuning (AFT) control
No color with AFT off	•Switch TV automatic fine tuning (AFT) control back on

Green Effects Active Light on Game Genie is not lighted with switch up (on)	•Make sure Game Genie is pushed in as far as it will go. •Make sure Super NES™ deck is plugged in. •Make sure deck power is turned on. •Turn deck power off and then on again. •Remove Game Genie and reinsert into deck.
Unintended effect that does not interrupt game	•Problem code. WILL NOT HARM GAME. Press reset or turn deck power off and on and re-enter codes. Recheck codes. If using a single code, choose another code. If using 2 or more codes, delete 1 or more codes, or try a different combination of codes. •The code you're using prevents progress in a particular part of the game. WILL NOT HARM GAME. Try turning off the Effects On/Off Switch.
Game does not appear after pressing Start in Code Screen	•Incompatible game. Play another game. •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ Cleaning Kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak.
Codes have no effect	•Make sure Effects On/Off Switch is in up (On) position and green Effects Active Light is on. •Problem code/incompatible game version. Sometimes a game publisher makes changes to later production runs of its games and codes will no longer work.
Can't enter codes/ control Sword or "Swirling Star" Cursor	•Make sure controller is plugged into Socket #1. •Make sure you are using controller 1 to enter codes.
Any other problem	•Call the GAME GENIE HELPLINE for help: 1-513-868-8835

Programming Your Own Codes

The codes listed in this manual give you an idea of the kinds of effects you can create by programming your own codes.

When programming your own codes, keep in mind the following guidelines:

- The easiest way to program your own codes is to make slight changes in existing codes. In the next section, there is a simple table that shows you how to change the codes you find in this manual to create effects you might enjoy.
- If you are making small changes to existing codes, you must have 8 characters in the code. ("Characters" means letters or numbers.)
- You can also program codes by simply using random characters. You must have 8 characters in the code.
- Using 2 or more codes at a time is a more difficult way to program random codes, since it's harder to tell which code is making the effect happen.
- Some kinds of codes are easier to program. The best ones are codes with numbers in them (for example, number of lives, number of bullets, number of weapons, number of seconds or minutes on the timer).
- Some kinds of codes are harder to program, such as "Infinite Lives" or "Super Mega Power."
- Many codes you create will have some effect, but often it will be such a small change that you will not notice any difference. YOU MAY HAVE TO TRY MANY RANDOM CODES BEFORE YOU GET A NOTICEABLE EFFECT.
- If you find a random code that has an interesting effect, then try changing it by using the programming techniques in the next section. This way, you are more likely to "home in" on a really good effect.

Your success in code programming will depend a lot on luck. Keep trying! Of course, some of the effects you create you may not like. Almost any effect is possible—good, bad, interesting, annoying, fun, or just plain silly.

If a code you program interrupts the game or causes an undesired effect, just press reset or turn the power off and then on again, and program different codes to play. Remember, problem codes cannot damage your deck or games.

How to Program

There are three basic methods used to program your own codes by changing existing codes.

Using Method #1, you change the 1st character of the code to any other character.

Using Method #2, you change the 2nd character of the code to any other character.

Using Method #3, you change both the 1st and 2nd characters of the code to any other characters.

- Changing the first character of a code makes a bigger difference than changing the second character.

Remember, these methods work best when the effect of the code you wish to change has numbers in it, such as "Start with 10 lives." They will usually not work on a code like "Infinite lives."

The best way to proceed is to write down the original code, use the table below to choose the variations you want to try, and then write down all the variations underneath the original code. This way, you can return to your Game Genie with your own list of codes to try.

Reminder: If a code you program interrupts the game or causes an undesired effect, just press reset or turn off the power and turn it on again, and then program different codes to play. PROBLEM CODES DO NOT HARM YOUR GAMES.

How to use the table: The character "D" will usually give you the "smallest" effect (lowest number of lives, ammo, energy, weapons, continues, the lowest jump, slowest speed, etc.) of any letter. The character "E" will give you the "biggest" effect (highest number of lives, ammo, energy, weapons, continues, the highest jump, fastest speed, etc.) of any letter. The table shows you the rank of the characters in between "D" and "E," going from Smallest Effect on the left to Biggest Effect on the right.

Smallest Effect															**Biggest Effect**
D	F	4	7	0	9	1	5	6	B	C	8	A	2	3	E

Note: On some games, the order of effect may be reversed. In other words, "E" may have the smallest effect and "D" may have the biggest effect.

Examples of Programming Methods

Let's say you have a code that gives you 50 lives. This is a promising code to experiment with, since the effect has a number in it.

Original Code: 7FB4-6F07 Start with 50 lives

Using Method #1, you change the first character of the code (7). If "D," the character with the smallest effect, is substituted for "7," the result is:

DFB4-6F07 Start with 2 lives

Using Method #2, you change the second character of the original code (F). If "3," one of the characters with the biggest effects, is substituted for "F," the result is:

73B4-6F07 Start with 63 lives

Using Method #3, you change both the first and second characters of the original code (7 and F). If "1" and "4" are substituted for "7" and "F," the combined effect of the two new characters gives you:

14B4-6F07 Start with 99 lives

(These codes are from Super Mario World™ Game.)

Remember, programming is an art that requires lots of patient, trial-and-error experimenting! The techniques will not work on all codes, but keep trying until you discover a code that works. Of course, the methods we've described are not the only ones that might work. Feel free to invent your own programming techniques!

Super Mario World is a trademark of Nintendo of America Inc.

There are many types of codes you can use to change game-play features with Game Genie™. For quick reference, find the symbol for the type of code you want to use on this page. Then turn to the game codes in the listings on the following pages (games appear in alphabetical order) and look for the symbol next to the corresponding codes.

Ammunition

Change Rules

Energy/Food/ Fuel

Expert—Makes game harder

Extra Continues/ Credits

Handicap—Gives one player an advantage or disadvantage

In-Game Money/Currency/ Points

Infinite Lives

Invincibility/ Protection/ Almost Invincible

Keep Weapons/ Equipment/ Power-Ups

Lives

Magic

Mega Power

Super Mega Power (and sometimes Infinite Lives)

Mystery/Weird/ Special/Defies Categories

Speed

Super Flying

Super/ Mega Jumping

Timer

Weapons/ Equipment

World, Level and Stage Warps

Some codes may cause undesired effects (which are not permanent). If this occurs,

Act Raiser™ Game

Act Raiser™ combines interesting elements from action, role-playing and strategy games. You play a god called the Master™ who must break the Evil One's™ hold on the world. The bosses are tough to beat, so use ACT Code 1 for near invincibility, although some things (e.g., spikes) can still hurt you, and the code doesn't work for Angel™. Pros can go the other route, using Code 2 to start with only half energy.

ACT CODE	KEY IN . . .	EFFECT . . .
1	2264-6FD4	Almost invincible in action sequences
2	D081-6DD8	Start with 1/2 energy—1st game only
3	DD8B-D4D8	Stop timer
4	FD86-D4A8	Faster timer
5	9D86-D4A8	Slower timer

Remember, you can pick 'n mix your codes!

Act Raiser, Master, Evil One and Angel are trademarks of Enix America Corporation.

Addams Family™ Game

Help Gomez™ save Morticia™ in this kooky and kreepy action game based on the hit movie. FAMILY Code 8 gives you protection against enemies. For Code 16, the fez hat is not always visible, but Gomez still has flying abilities as if he were wearing it. When using Code 17, invisible Gomez, enemies and hazards can still harm him. This code is provided for its 'fun factor' only. You can track Gomez by his skid marks or by the fez hat if he is wearing it.

FAMILY CODE	KEY IN . . .	EFFECT . . .
1	DFB8-6F04	Start with 1 life instead of 5
2	D7B8-6F04	Start with 3 lives
3	DBB8-6F04	Start with 9 lives
4	4DB8-6F04	Start with 20 lives
5	9DB8-6F04	Start with 50 lives
6	BBB8-6F04	Start with 99 lives
7	DDA1-A4A7	Infinite lives
8	3CA7-A467	Invincibility
9	D9CF-DDAF	Each $ worth 5
10	FDCF-DDAF	Each $ worth 10
11	49CF-DDAF	Each $ worth 25
12	DF61-0F0D + DF61-0F6D	Start with 1 heart instead of 2

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

13	D761-0F0D + D761-0F6D	Start with 3 hearts
14	D061-0F0D + D061-0F6D	Start with 4 hearts
15	D961-0F0D + D961-0F6D	Start with 5 hearts

NOTE ON CODE 16: AFTER DEFEATING A BOSS, LAND BEFORE THE PASSWORD SCREEN COMES UP. ALSO, IF YOU FLY IN THE WRONG PLACE, YOU CAN GET TRAPPED AND HAVE TO RESET

16	3CAD-A46D + 60BA-6704	Start with and keep Fezi-copter™ flying abilities
17	3CAD-A4D4	Invisible Gomez™

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Addams Family, Gomez, Morticia and Fezi-copter are trademarks of Paramount Pictures.

Bill Laimbeer's Combat Basketball™ Game

It's futuristic warfare on the court! BILL Codes 13 and 14 can be combined to assemble the best team possible. For Codes 14 and 15, you actually gain half of the value of the player you traded away.

BILL CODE	KEY IN . . .	EFFECT . . .
1	76BF-A4AF	2-point shots worth 3, 3-point shots worth 4
2	1BBF-A7DF + DFBF-A70F	All shots worth 1 point
3	1BBF-A7DF + D7BF-A70F	All shots worth 3 points
4	1BBF-A7DF + D0BF-A70F	All shots worth 4 points
5	1BBF-A7DF + D9BF-A70F	All shots worth 5 points
6	1BBF-A7DF + D1BF-A70F	All shots worth 6 points
7	DDB4-67DF	Each half is 0:30 instead of 1:30
8	D4B4-67DF	Each half is 2:30
9	D7B4-67DF	Each half is 3:30
10	D0B4-67DF	Each half is 4:30
11	EEC5-6F16	Start with $65,296 instead of $10,000
12	6DC5-64C6	Start with $8,398,608
13	EEC5-64C6	Start with $16,721,680
14	C2BE-6D4B + C2BE-644B	No money is deducted from your total when you trade a player (but you must have enough money to make the trade)
15	C2BE-6D4B + C2BE-644B + 6DBE-AD4B	Trade players for free

Some codes may cause undesired effects (which are not permanent). If this occurs,

16	DDB7-67DF	Timer continues to count when it is normally stopped (time-out by pressing START)

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Bill Laimbeer's Combat Basketball is a trademark of Hudson Soft USA, Inc.

Contra™ III — The Alien Wars™ Game

Your ancestors saved the world once before—and now it's your turn. Red Falcon™ is back with a vengence and you are the only one who can fight off the hordes of aliens. CON Codes 1 thru 4 work on the side-view levels, and 5 thru 8 work on the top-view levels.

CON CODE	KEY IN . . .	EFFECT . . .
1	22BB-AD01	Infinite lives—side-view levels
2	2264-D760	Infinite bombs—side-view levels
3	D9BB-AFA1 + D9CE-6D0D	Start with 5 bombs on each life—side-view levels
4	DBBB-AFA1 + DBCE-6D0D	Start with 9 bombs on each life—side-view levels
5	22BB-6F0B + 6DBB-64DB	Infinite lives—top-view levels
6	22B8-0766	Infinite bombs—top-view levels
7	D963-67B8 + D9CE-6DBF	Start with 5 bombs on each life—top-view levels
8	DB63-6708 + DBCE-6D0F	Start with 9 bombs on each life—top-view levels

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Contra, The Alien Wars and Red Falcon are trademarks of Konami Inc.

D-Force™ Game

D-object of d-game is to d-stroy d-dictator before he takes over d-world. For D-Codes 1 thru 9, normal is from 1 to 9 lives, a player-select option. D Code 5, which gives you infinite lives, and 26 and 27, which prevent decrease of cannon power when you lose a life, are the star codes. The missiles you get with Codes 24 and 25 are non-standard.

CODE	KEY IN . . .	EFFECT . . .
1	7168-D5F6 + C668-D596	Start with 10 lives
2	C868-D5F6 + C068-D596	Start with 12 lives
3	CF68-D5F6 + EF68-D596	Start with 14 lives
4	9E68-D5F6 + C068-D596	Start with 16 lives
5	3CCA-D4DD	Infinite lives

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

6	7168-D70F + C668-D76F	Continue with 10 lives
7	C868-D70F + C068-D76F	Continue with 12 lives
8	CF68-D70F + EF68-D76F	Continue with 14 lives
9	9E68-D70F + C068-D76F	Continue with 16 lives
10	DFB6-DF6D	Start with cannon power at level 2 instead of 1
11	D4B6-DF6D	Start with cannon power at level 3
12	D7B6-DF6D	Start with cannon power at level 4
13	D9B6-DF6D	Start with cannon power at level 6
14	D5B6-DF6D	Start with cannon power at level 8
15	DBB6-DF6D	Start with cannon power at level 10
16	D8B6-DF6D	Start with cannon power at level 12
17	DF68-DF0F + DE68-DD6F	Continue with cannon power at level 2 instead of 1
18	D468-DF0F + DE68-DD6F	Continue with cannon power at level 3
19	D768-DF0F + DE68-DD6F	Continue with cannon power at level 4
20	D968-DF0F + DE68-DD6F	Continue with cannon power at level 6
21	D568-DF0F + DE68-DD6F	Continue with cannon power at level 8
22	DB68-DF0F + DE68-DD6F	Continue with cannon power at level 10
23	D868-DF0F + DE68-DD6F	Continue with cannon power at level 12
24	DAB6-D76D + FDB6-D4AD	Start equipped with unguided missiles
25	7D6C-D40F + 2C6C-D46F + FD6C-D7DF	Continue equipped with unguided missiles
26	DDC7-DD0F	Loss of a life does not decrease cannon power at normal difficulty—except on continues
27	DDC0-D4DF	Loss of a life does not decrease cannon power at hard difficulty—except on continues
28	DA3D-6464	Pink power-up increases missile power along with cannon power

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

D-Force is a trademark of Asmik Corporation of America.

Some codes may cause undesired effects (which are not permanent). If this occurs,

Darius Twin™ Game

Best pair of codes to win in this challenging shoot-em-up: TWIN Codes 28 and 29, which give both players invincibility. Best code for a pair of experts: Code 16.

TWIN CODE	KEY IN . . .	EFFECT . . .
1	DFB0-A7DD + CDB0-A4AD + DDB0-A70D + 6AB0-A76D	Start on planet B
2	D4B0-A7DD + CDB0-A4AD + DDB0-A70D + 6AB0-A76D	Start on planet C
3	D7B0-A7DD + CDB0-A4AD + DDB0-A70D + 6AB0-A76D	Start on planet D
4	D0B0-A7DD + CDB0-A4AD + DDB0-A70D + 6AB0-A76D	Start on planet E
5	D9B0-A7DD + CDB0-A4AD + DDB0-A70D + 6AB0-A76D	Start on planet F
6	D1B0-A7DD + CDB0-A4AD + DDB0-A70D + 6AB0-A76D	Start on planet G
7	D5B0-A7DD + CDB0-A4AD + DDB0-A70D + 6AB0-A76D	Start on planet H
8	D6B0-A7DD + CDB0-A4AD + DDB0-A70D + 6AB0-A76D + DDB0-A70D + 6AB0-A76D	Start on planet I
9	DBB0-A7DD + CDB0-A4AD	Start on planet J
10	DCB0-A7DD + CDB0-A4AD + DDB0-A70D + 6AB0-A76D	Start on planet K
11	D8B0-A7DD + CDB0-A4AD + DDB0-A70D + 6AB0-A76D	Start on planet L
12	FDC3-6D67 + CBC3-6D07 + 3CC3-6DA7	Both players start with 10 lives
13	F9C3-6D67 + CBC3-6D07 + 3CC3-6DA7	Both players start with 15 lives
14	4DC3-6D67 + CBC3-6D07 + 3CC3-6DA7	Both players start with 20 lives
15	49C3-6D67 + CBC3-6D07 + 3CC3-6DA7	Both players start with 25 lives
16	DFC3-6D67 + D9C3-6DA7 + C4C3-6D07 + 63C3-6FD7 + C2C3-6FA7	Player 1 starts with 1 life, player 2 with 5 lives
17	DFC3-6D67 + FDC3-6DA7 + C4C3-6D07 + 63C3-6FD7 + C2C3-6FA7	Player 1 starts with 1 life, player 2 with 10 lives
18	D4C3-6D67 + D9C3-6DA7 + C4C3-6D07 + 63C3-6FD7 + C2C3-6FA7	Player 1 starts with 2 lives, player 2 with 5 lives
19	D4C3-6D67 + FDC3-6DA7 + C4C3-6D07 + 63C3-6FD7 + C2C3-6FA7	Player 1 starts with 2 lives, player 2 with 10 lives
20	D9C3-6D67 + DFC3-6DA7 + C4C3-6D07 + 63C3-6FD7 + C2C3-6FA7	Player 1 starts with 5 lives, player 2 with 1 life
21	FDC3-6D67 + DFC3-6DA7 + C4C3-6D07 + 63C3-6FD7 + C2C3-6FA7	Player 1 starts with 10 lives, player 2 with 1 life

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

22	D9C3-6D67 + D4C3-6DA7 + C4C3-6D07 + 63C3-6FD7 + C2C3-6FA7	Player 1 starts with 5 lives, player 2 with 2 lives
23	FDC3-6D67 + D4C3-6DA7 + C4C3-6D07 + 63C3-6FD7 + C2C3-6FA7	Player 1 starts with 10 lives, player 2 with 2 lives
24	DD35-6FA5	Player 1 has infinite lives
25	DD3B-6FA5	Player 2 has infinite lives
26	62CD-AF67 + 4ACE-64D7	Player 1 starts with 1 green power cube instead of none
27	62CD-A407 + 4ACE-64D7	Player 2 starts with 1 green power cube instead of none
28	C22D-67D9	Invincibility—player 1
29	C23C-AF60	Invincibility—player 2

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Darius Twin is a trademark of Taito America Corp.

Drakkhen™ Game

You and your party must recover eight stolen gems that represent the forces of magic in this challenging role-playing fantasy game. You get killed repeatedly fighting the enemies, so DRAKK Code 1 will come in handy. At the Anak Shrines™, you need to switch off effects in order for resurrection to work properly.

DRAKK CODE	KEY IN . . .	EFFECT . . .
1	8E3D-696D + 8E30-A408 + 8EA2-0113	Protection from some attacks
2	7433-6FD8	Magic points restored 50 points at a time while player is on screen
3	DC33-6FD8	Magic points restored 10 points at a time while player is on screen
4	8E27-6D28	Magic points don't decrease except in battle

Remember, you can pick 'n mix your codes!

Drakkhen and Anak Shrines are trademarks of Infogrames.

Some codes may cause undesired effects (which are not permanent). If this occurs,

Earth Defense Force™ Game

Pilot the latest spaceship fighter plane for the Earth Defense Force™, and go gunning for AGYMA™, the ruthless invaders. This game has plenty of challenge and a cool way of powering up your weapons (by shooting more enemies). For EARTH Codes 6 thru 8, normal is from 1 to 3 shields, a player-select option, and that's just not enough shields. Try Code 8 for infinite shields. For Code 22, normal is for score to be reset to 0 when game is continued, but use the code and keep your score. Code 20, 1 credit, is for experts.

EARTH

CODE	KEY IN . . .	EFFECT . . .
1	DF37-DDDD + CB34-D7AD + DD37-DD0D	Start at stage 2
2	D437-DDDD + CB34-D7AD + DD37-DD0D	Start at stage 3
3	D737-DDDD + CB34-D7AD + DD37-DD0D	Start at stage 4
4	D037-DDDD + CB34-D7AD + DD37-DD0D	Start at stage 5
5	D937-DDDD + CB34-D7AD + DD37-DD0D	Start at stage 6
6	7123-A4A7 + 3D23-A7D7	Start with 4 shields
7	2B23-A4A7 + B823-A7D7	Start with 5 shields
8	C263-6FAF	Infinite shields
9	D42E-A7A7	Start at experience level 2
10	D72E-A7A7	Start at experience level 3
11	D02E-A7A7	Start at experience level 4
12	D92E-A7A7	Start at experience level 5
13	4D21-6F0F	Advancing experience levels is easier
14	DA21-6F0F	Advancing experience levels is much easier
15	DF2E-AF67 + CB2E-AF07 + DD2E-AFA7	2 credits
16	D42E-AF67 + CB2E-AF07 + DD2E-AFA7	3 credits
17	D92E-AF67 + CB2E-AF07 + DD2E-AFA7	6 credits
18	D52E-AF67 + CB2E-AF07 + DD2E-AFA7	8 credits
19	DB2E-AF67 + CB2E-AF07 + DD2E-AFA7	10 credits
20	DD2E-AF67 + CB2E-AF07 + DD2E-AFA7	1 credit
21	C268-A491	Infinite credits
22	C223-AFD7 + C223-AFA7	Keep current score when game is continued

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Earth Defense Force is a trademark of Jaleco USA Inc.

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

Extra Innings™ Game

Play ball! For INNING Codes 7 and 8, foul on the last strike doesn't count, but a foul bunt does. For Code 9, the umpire will call strikes, but they will not be displayed or counted. Foul balls do not count either. For Codes 10 thru 12, the game still says "Ball 4," but the code works. For Code 13, the umpire will call balls, but they won't be displayed or counted.

INNING CODE	KEY IN . . .	EFFECT . . .
1	DFBE-ADAD + DFBF-DF6F + DFB4-0FDF	Game lasts 1 inning
2	D4BE-ADAD + D4BF-DF6F + D4B4-0FDF	Game lasts 2 innings
3	D7BE-ADAD + D7BF-DF6F + D7B4-0FDF	Game lasts 3 innings
4	D0BE-ADAD + D0BF-DF6F + D0B4-0FDF	Game lasts 4 innings
5	D9BE-ADAD + D9BF-DF6F + D9B4-0FDF	Game lasts 5 innings
6	D5BE-ADAD + D5BF-DF6F + D5B4-0FDF	Game lasts 7 innings
7	DF67-DF07 + DD60-A4D7	1 strike and batter's out
8	D467-DF07 + DF60-A4D7	2 strikes and batter's out
9	C264-D767 + C260-A4A7	Batter never strikes out
10	DF6A-DFA7	1 ball and batter walks
11	D46A-DFA7	2 balls and batter walks
12	D76A-DFA7	3 balls and batter walks
13	C26A-DDD7	Batter never walks
14	DF67-AD67 + DF61-D4A7	1 out per inning
15	D467-AD67 + D461-D4A7	2 outs per inning

Remember, you can pick 'n mix your codes!

Extra Innings is a trademark of Sony Imagesoft Inc.

F-Zero™ Game

In the 25th century, speed is the name of the game, so try ZERO Code 5 to give you that extra boost. Sometimes it's a bit difficult to tell if you have a turbo, but the code works. Or maybe Code 6 is more to your taste, especially if you like to be top dog all the time.

ZERO CODE	KEY IN . . .	EFFECT . . .
1	A96E-A4A4	Infinite spare machines
2	DF6C-0F0A	Start with 1 spare machine
3	D96C-0F0A	Start with 5 spare machines
4	DB6C-0F0A	Start with 9 spare machines
5	D484-D404	Infinite turbos

Some codes may cause undesired effects (which are not permanent). If this occurs,

6	CB3C-0FA4 + DF3C-04D4	Always rank #1—except if you blow up

Remember, you can pick 'n mix your codes!

F-Zero is a trademark of Nintendo of America Inc.

Final Fantasy II™ Game

Help Cecil™ and his main men on their quest in this looooonnnng and involved rôle-playing game. The challenge level is high. The bosses especially beat the daylights out of you, so try FINAL Code 1 for infinite energy. Keep in mind that this code, as well as Code 4, can also make some monsters invincible, so you have to switch off effects to be able to beat them. For Codes 2 and 3, what the game says at the end of a fight. You will get the correct amounts.

FINAL CODE	KEY IN . . .	EFFECT . . .
1	82A3-6F63	Almost infinite hit points—can make big monsters (and sometimes normal monsters) invincible—switch off to defeat them
2	1B39-070E + B139-076E + 3C39-07AE	Get 150 gold pieces after each battle
3	1B39-070E + EE39-076E + 3C39-07AE	Get 255 gold pieces for after each battle
4	8267-0D62	Magic power doesn't go down
5	C2AD-AD69 + C3AD-AFA9	Money doesn't decrease in shops
6	C262-DF03 + C262-D763	Money doesn't decrease if you run away from a battle

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Final Fantasy II and Cecil are trademarks of Square Soft, Inc.

Final Fight™ Game

With all these codes, Haggar™ and Cody™ don't need to worry about the outcome of the final fight. There's no doubt that with your skill and these codes, Jessica™ is as good as rescued. FIGHT Codes 3 thru 5 don't work on the bonus stage. Code 2 may prevent you from doing damage with some weapons when they're held in your hand.

FIGHT CODE	KEY IN . . .	EFFECT . . .
1	A9C3-6F66 + D433-0D6F	Infinite lives
2	29A1-0DA1 + DDCF-A4AC	Infinite energy, except against special weapons (e.g., knife) and special attacks by bad guys (e.g., Andore™'s headlock and jump attack)

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

3	A2C0-A7D0	Stop timer
4	D4C9-AFD0	Slower timer
5	DDC9-AFD0	Faster timer
6	DD8D-6F06	Any food restores all energy
7	DFC8-D4A1	Start with 2 credits
8	D9C8-D4A1	Start with 6 credits
9	DBC8-D4A1	Start with 10 credits

Remember, you can pick 'n mix your codes!

Final Fight, Haggar, Cody, Jessica and Andore are trademarks of Capcom USA, Inc.

Gradius III™ Game

Power up your $100 zillion ship with better weapons as you move through this entertaining shooter. GRADE Code 18 makes it easier to select the more powerful weapons you can use to bash Bacterion™. Code 8 gives you infinite lives. If you've gotten too good, Code 19 makes the game harder by giving the bad guys more bang for their buck. Keep in mind that the two-player game costs 2 credits.

GRADE CODE	KEY IN . . .	EFFECT . . .
1	DD8B-6DA4	Start with 1 life instead of 3
2	DF8B-6DA4	Start with 2 lives
3	D78B-6DA4	Start with 4 lives
4	D08B-6DA4	Start with 5 lives
5	D68B-6DA4	Start with 9 lives
6	DE8B-6DA4	Start with 16 lives
7	F38B-6DA4	Start with 31 lives
8	3C8E-DDD7 + 3C8E-DD07	Infinite lives
9	DFC3-DF0D	Start with 1 credit instead of 4—use for 1-player game only
10	D4C3-DF0D	Start with 2 credits
11	D1C3-DF0D	Start with 6 credits
12	D5C3-DF0D	Start with 7 credits
13	D6C3-DF0D	Start with 8 credits
14	DBC3-DF0D	Start with 9 credits
15	C227-6DDD	Infinite credits

Some codes may cause undesired effects (which are not permanent). If this occurs,

16	DFBB-A766	Makes Earwig Scorpion™ (Stage 1 mayor) much easier to defeat
17	DFB1-6F6C	Makes Bubble Brain™ (Stage 2 mayor) easier to defeat
18	3C29-0704 + 3C29-0764	Weapons status gauge remains at current level after a weapon is selected
19	CBAF-D7AD + DFA4-DDDD	Enemies shoot at you more

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Gradius III, Bacterion, Earwig Scorpion and Bubble Brain are trademarks of Konami, Inc.

Hal's Hole In One Golf™ Game

You'll like the way the view zooms in on the holes in this realistic and challenging golf game. Putting is fairly difficult. HOLE Code 4, max 5 strokes per hole, is a good boost to your game. Code 2 is a good handicap. With Code 3, strokes past 7 won't be counted.

HOLE CODE	KEY IN . . .	EFFECT . . .
1	4A6C-6D69	No penalty if you land in water or out of bounds
2	DF6F-0D00	Always start hole with 1-shot penalty
3	D56C-A401	Max 7 strokes per hole
4	D96C-A401	Max 5 strokes per hole

Hal's Hole In One Golf is a trademark of HAL America Inc.

Home Alone™ Game

Kevin™ has been left Home Alone™ once again, and those bad, bungling burglars are coming back for the family loot—and revenge. You get to run through the house and hide all the valuables, and HOME Codes 18 and 19 will help by giving your jump a boost. The boost, which is a little weird, will occur at the top of the normal jump. Code 9 will give you protection. Experts try Code 1.

HOME CODE	KEY IN . . .	EFFECT . . .
1	DF2B-AFD4	Start with 1 life instead of 3
2	D42B-AFD4	Start with 2 lives
3	D92B-AFD4	Start with 5 lives
4	DB2B-AFD4	Start with 9 lives
5	492B-AFD4	Start with 25 lives
6	9D2B-AFD4	Start with 50 lives
7	BB2B-AFD4	Start with 99 lives

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

8	DD21-DFD4	Infinite lives
9	C220-D464	Infinite power
10	DF66-04A7	Extra life with 1 pizza slice instead of 8
11	D466-04A7	Extra life with 2 pizza slices
12	D766-04A7	Extra life with 3 pizza slices
13	D066-04A7	Extra life with 4 pizza slices
14	D966-04A7	Extra life with 5 pizza slices
15	D166-04A7	Extra life with 6 pizza slices
16	D566-04A7	Extra life with 7 pizza slices
17	DD2A-A76F	Infinite baseballs, slingshot ammo and rifle bullets
18	3DB1-07D5	Power boost on jumps
19	ADB1-07D5	Super power boost on jumps
20	DF23-A764	Need 1 item (instead of 24) to complete level 1
21	D923-A764	Need 5 items to complete level 1
22	FD23-A764	Need 10 items to complete level 1
23	F923-A764	Need 15 items to complete level 1
24	4D23-A764	Need 20 items to complete level 1
25	DF23-A7A4	Need 1 item (instead of 30) to complete level 2
26	D923-A7A4	Need 5 items to complete level 2
27	FD23-A7A4	Need 10 items to complete level 2
28	F923-A7A4	Need 15 items to complete level 2
29	4D23-A7A4	Need 20 items to complete level 2
30	4923-A7A4	Need 25 items to complete level 2
31	DF2E-ADD4	Need 1 item (instead of 35) to complete level 3
32	D92E-ADD4	Need 5 items to complete level 3
33	FD2E-ADD4	Need 10 items to complete level 3
34	F92E-ADD4	Need 15 items to complete level 3
35	4D2E-ADD4	Need 20 items to complete level 3
36	492E-ADD4	Need 25 items to complete level 3

Some codes may cause undesired effects (which are not permanent). If this occurs,

37	DF2E-AD04	Need 1 item (instead of 35) to complete level 4
38	D92E-AD04	Need 5 items to complete level 4
39	FD2E-AD04	Need 10 items to complete level 4
40	F92E-AD04	Need 15 items to complete level 4
41	4D2E-AD04	Need 20 items to complete level 4
42	492E-AD04	Need 25 items to complete level 4
43	DF69-DFAD + AB69-D40D + D769-D46D	Start on level 2
44	D469-DFAD + AB69-D40D + D769-D46D	Start on level 3
45	D769-DFAD + AB69-D40D + D769-D46D	Start on level 4

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Home Alone and Kevin are trademarks of Twentieth Century Fox Film Corporation.

HyperZone™ Game

Destroying all the organic/mechanical beings in HyperZone™ could prove a lot harder than you think! For extra lives, use HYPER Code 1, but to really get help to beat those bosses, why not go for Code 3 to restore your energy more quickly, or Code 5 for infinite energy? Go get 'em!

HYPER CODE	KEY IN . . .	EFFECT . . .
1	D5C4-DFD1	Start with 8 lives
2	DDC4-DFD1	Start with 1 life
3	D76A-D7D5	Restore energy more quickly
4	DD6A-D7D5	Restore energy more slowly
5	4A8A-DFD1	Infinite energy

HyperZone is a trademark of HAL America Inc.

Joe & Mac™ Game

OK dudes and dudettes, like Joe™ and like Mac™ both like really need your like help, OK? Like, so here's some really cool codes to like help them get the like Cave-Babes™ back. Dude. Like JOE Codes 1 and 2 give you like infinite life and infinite like energy, dude. Like, wow.

JOE CODE	KEY IN . . .	EFFECT . . .
1	DD36-D40D	Infinite lives
2	2BBA-64D7	Infinite energy
3	CBC8-6404 + DFC8-6464	Start with 2 lives
4	CBC8-6404 + D9C8-6464	Start with 6 lives
5	CBC8-6404 + DBC8-6464	Start with 10 lives

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

6	DDE0-0F6F	All food fully restores energy

Joe & Mac and Cave-Babes are trademarks of Data East USA, Inc.

John Madden Football™ Game

This popular game plays like . . . football! It's got good graphics, and the computer is programmed with some of Coach Madden's™ expertise, so it's pretty tough to beat. MAD Code 40 will spot you 20 points against the computer or another player. Or, if you think you're Super Bowl material, you can spot your human or electronic opponent 20 points with Code 34.

MAD CODE	KEY IN . . .	EFFECT . . .
1	F0A2-A4DD	Play clock is 20 seconds instead of 45
2	F3A2-A4DD	Play clock is 30 seconds

WITH CODES 3 AND 4, THE COMPUTER WILL RUN DOWN THE PLAY CLOCK—BEST TO USE IN 2-PLAYER MODE. THESE CODES MAY CAUSE DELAYS IN PLAYS AND KICK-OFFS

3	7AA2-A4DD	Play clock is 60 seconds
4	9CA2-A4DD	Play clock is 90 seconds

5	D4A3-6D04	Only have 3 plays to get a first down or TD (down counter starts at 2)
6	D7A3-6D04	Only have 2 plays to get a first down or TD (down counter starts at 3)
7	D0A3-6D04	Only have 1 play to get a first down or TD (down counter starts at 4)

8	C2AB-64A4	Have infinite plays to get a first down or TD (always 1st down)

9	3C24-A70D	Infinite time-outs

10	DD69-A407	No time-outs instead of 3—player 1
11	D169-A407	6 time-outs—player 1
12	DB69-A407	9 time-outs—player 1

13	DD69-A467	No time-outs—player 2
14	D169-A467	6 time-outs—player 2
15	DB69-A467	9 time-outs—player 2

16	82A6-AF64	Safeties worth 1 point instead of 2
17	82A6-AF64 + 82A6-A404	Safeties worth zero

18	DDA4-0767	Touchdowns worth 0 points

Some codes may cause undesired effects (which are not permanent). If this occurs,

		instead of 6
19	DFA4-0767	Touchdowns worth 1 point
20	D4A4-0767	Touchdowns worth 2 points
21	D7A4-0767	Touchdowns worth 3 points
22	D0A4-0767	Touchdowns worth 4 points
23	D9A4-0767	Touchdowns worth 5 points
24	D5A4-0767	Touchdowns worth 7 points
25	D6A4-0767	Touchdowns worth 8 points
26	DBA4-0767	Touchdowns worth 9 points
27	3CA7-A707 + 3CA7-A767	Extra points and field goals worth zero
28	B3A7-A7A7	Extra point or field goal resets score to 0
29	CB6C-6D07 + 626C-6FD7 + 486C-6F07 + ED6C-6467 + D76C-6D67	Player 2 starts with 3 points
30	CB6C-6D07 + 626C-6FD7 + 486C-6F07 + ED6C-6467	Player 2 starts with 5 points
31	CB6C-6D07 + 626C-6FD7 + 486C-6F07 + ED6C-6467 + DB6C-6D67	Player 2 starts with 9 points
32	CB6C-6D07 + 626C-6FD7 + 486C-6F07 + ED6C-6467 + DA6C-6D67	Player 2 starts with 12 points
33	CB6C-6D07 + 626C-6FD7 + 486C-6F07 + ED6C-6467 + DE6C-6D67	Player 2 starts with 15 points
34	CB6C-6D07 + 626C-6FD7 + 486C-6F07 + ED6C-6467 + F06C-6D67	Player 2 starts with 20 points
35	CB6C-6D07 + 626C-6FD7 + 416C-6F07 + ED6C-6467 + D76C-6D67	Player 1 starts with 3 points
36	CB6C-6D07 + 626C-6FD7 + 416C-6F07 + ED6C-6467	Player 1 starts with 5 points
37	CB6C-6D07 + 626C-6FD7 + 416C-6F07 + ED6C-6467 + DB6C-6D67	Player 1 starts with 9 points
38	CB6C-6D07 + 626C-6FD7 + 416C-6F07 + ED6C-6467 + DA6C-6D67	Player 1 starts with 12 points
39	CB6C-6D07 + 626C-6FD7 + 416C-6F07 + ED6C-6467 + DE6C-6D67	Player 1 starts with 15 points
40	CB6C-6D07 + 626C-6FD7 + 416C-6F07 + ED6C-6467 + F06C-6D67	Player 1 starts with 20 points

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

John Madden Football is a trademark of Electronic Arts.

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

Krusty's Super Fun House™ Game

In this game, you are Krusty the Clown™ from the Simpsons™, and you must move blocks and other stuff with the object of leading lots of little rats to death traps. The puzzles are interesting and challenging. FUN Code 11 gives you infinite lives. Codes 24 and 25 give you infinite pies and superballs. Experts can try Code 6 for only one life. For Codes 26 to 30, food bonus objects include Krusty™ burgers, Krusty chips and Krusty shakes. And remember, kids—in real life, cruelty to animals is not funny.

FUN CODE	KEY IN . . .	EFFECT . . .
1	DD65-67DF + 6D65-670F + D965-676F	Start with section 1 finished
2	DF65-67DF + 6D65-670F + D965-676F	Start with section 2 finished
3	D465-67DF + 6D65-670F + D965-676F	Start with section 3 finished
4	D765-67DF + 6D65-670F + D965-676F	Start with section 4 finished
5	D065-67DF + 6D65-670F + D965-676F	Start with access to all sections
6	DF6C-D704	Start with 1 life instead of 3
7	D46C-D704	Start with 2 lives
8	D96C-D704	Start with 5 lives
9	D56C-D704	Start with 7 lives
10	DB6C-D704	Start with 9 lives
11	C265-0FA7	Infinite lives
12	DD6B-D764	Start with 0 custard pies instead of 0
13	D46B-D764	Start with 2 custard pies
14	D96B-D764	Start with 5 custard pies
15	D46B-D764 + DF6C-DDA4	Start with 2 superballs instead of 10 custard pies
16	D96B-D764 + DF6C-DDA4	Start with 5 superballs
17	DF6C-DDA4	Start with 10 superballs
18	D43D-67D7	Custard pie bonus worth 2 pies instead of 10
19	D93D-67D7	Custard pie bonus worth 5 pies

USING CODES 20 AND 23 TOGETHER WILL FREEZE THE GAME ON PICK-UP OF SUPERBALL OR PIE. SWITCH OFF EFFECTS TO UNFREEZE

20	D03D-6767	Custard pie bonus same as superball bonus
21	D43F-6F67	Superball bonus worth 2 balls instead of 5
22	DC3F-6F67	Superball bonus worth 10 balls

Some codes may cause undesired effects (which are not permanent). If this occurs,

23	6D3F-6DA7 + E03F-6FD7	Superball bonus same as custard pie bonus
24	C1E1-D7DD	Infinite custard pies
25	C1E2-D76D	Infinite superballs
26	D53E-0407	Food bonuses restore less strength
27	F33E-0407	Food bonuses restore more strength
28	173E-0407	Food bonuses restore Krusty™ to full strength
29	D03D-6FD7	Food bonuses also get custard pie bonus
30	D33D-6FD7	Food bonuses also get superball bonus
31	3134-6D67 + 6D34-6D07	Doll bonus same as custard pie bonus
32	ED34-6D67 + 6D34-6D07	Doll bonus same as superball bonus
33	2F34-6D67 + 6D34-6D07	Doll bonus same as food bonus
34	8725-0D64	Krusty invincibility
35	FD3C-D704	Krusty jumps higher
36	D63C-D704	Krusty jumps much higher

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Krusty's Super Fun House, Krusty the Clown, Krusty, and The Simpsons are trademarks of Twentieth Century Fox Film Corporation.

Lagoon™ Game

Assist Nasir™ to defeat Zerah™ and restore purity to the waters of Lakeland™. LAG Code 9 lets you start this top-view role-playing game on level 5 with a healthy supply of good stuff. Experts should try starting with less gold using Code 1.

LAG CODE	KEY IN . . .	EFFECT . . .
1	D42D-6D6C	Start with 612 gold
2	D92D-6D6C	Start with 1,380 gold
3	D62D-6D6C	Start with 2,148 gold
4	4D2D-6D6C	Start with 8,292 gold
5	912D-6D6C	Start with 22,116 gold

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

6	D422-040C	Start on level 2, MP = 8/8, HP = 17/17, EXP = 0/40
7	D722-040C	Start on level 3, MP = 10/10, HP = 23/23, EXP = 0/90
8	D022-040C	Start on level 4, MP = 12/12, HP = 28/28, EXP = 0/170
9	D922-040C	Start on level 5, MP = 19/19, HP =36/36, EXP = 0/280
10	1BB5-D769 + 10B5-D7A9 + 3CB6-DDD9	Get 100 gold pieces for each creature killed
11	1BB5-D769 + DFB5-D7A9 + 3CB6-DDD9	Get 1 gold piece for each creature killed
12	1BB5-D769 + A6B5-D7A9 + 3CB6-DDD9	Get 200 gold pieces for each creature killed

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Lagoon, Nasir, Zerah and Lakeland are trademarks of Seika Corporation.

Legend of the Mystical Ninja™ Game

Living the Ninja way of life is not easy, but these codes should help you achieve mystical mastery. Unless you are a fully qualified Ninja by birth, NINJA Code 1 (infinite lives) will come in very handy for you in the top-view stages of the game. Expert Ninjas should attempt Code 4.

NINJA CODE	KEY IN . . .	EFFECT . . .
1	3CA6-A764	Infinite lives—top-view stages
2	D927-A464	Start with 6 lives
3	D627-A464	Start with 9 lives
4	DDCF-0429	Die if you get hit once
5	9DAF-DD6E	Pick up more coins from bad guys
6	DDED-D4D4	No coins used up when thrown
7	89CF-0729	Infinite energy
8	40C0-04F9	Don't lose most weapons when hit
9	F0BE-AF20	Faster timer
10	1DBE-AF20	Slower timer

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

The Legend of the Mystical Ninja is a trademark of Konami, Inc.

Some codes may cause undesired effects (which are not permanent). If this occurs,

Legend of Zelda™ A Link to the Past™ Game

Once you've rescued Zelda™, there's still a lot left to do! Things can get a bit tricky, and downright dangerous. Don't hesitate to use these ZEL codes to return peace to Hyrule™ and defeat Ganon™! Try Codes 3 and 5 to make you practically unbeatable, although with Code 3 you can still lose energy when you fall, and with Code 5 you can still lose magic when hit by some enemies.

ZEL CODE	KEY IN . . .	EFFECT . . .
1	AEEC-A586	Shops don't take your money
2	AE67-0D30	Infinite bombs
3	AE6E-DF2A	Almost infinite energy
4	CB22-DD85 + 4D22-DDE5	Hearts restore full energy
5	AE8A-D4FA + AE8D-0D9A	Almost infinite magic

Legend of Zelda, A Link to the Past, Zelda, Hyrule and Ganon are trademarks of Nintendo of America Inc.

Lemmings™ Game

A challenging game with an interesting combination of puzzle and action elements. You help a bunch of less-than-bright lemmings get to the door. For LEM Code 9, which makes each lemming count as two, the maximum percentage saved becomes 200%. Basically, this cuts in half the number of lemmings that you need to save. Lots of level warps, too. When using Codes 10 thru 133, the select key can't be used to change levels or ratings. Codes 9 thru 133 are for the 1-player game only.

LEM CODE	KEY IN . . .	EFFECT . . .
1	C984-A467	Infinite climbers if you start with at least 1
2	C98F-AD07	Infinite floaters if you start with at least 1
3	C987-A407	Infinite bombers if you start with at least 1
4	C984-6DA7	Infinite blockers if you start with at least 1
5	C98E-6D07	Infinite builders if you start with at least 1
6	C982-6FD7	Infinite bashers if you start with at least 1
7	C981-67D7	Infinite miners if you start with at least 1
8	C98B-64A7	Infinite diggers if you start with at least 1
9	31B6-6FAF + 18B6-64DF	Each saved lemming counts as two

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

10	CBCC-DD05 + DFCC-DD65 + C9C8-0FD5	Start on Level 2; rating: Fun
11	CBCC-DD05 + D4CC-DD65 + C9C8-0FD5	Start on Level 3; rating: Fun
12	CBCC-DD05 + D7CC-DD65 + C9C8-0FD5	Start on Level 4; rating: Fun
13	CBCC-DD05 + D0CC-DD65 + C9C8-0FD5	Start on Level 5; rating: Fun
14	CBCC-DD05 + D9CC-DD65 + C9C8-0FD5	Start on Level 6; rating: Fun
15	CBCC-DD05 + D1CC-DD65 + C9C8-0FD5	Start on Level 7; rating: Fun
16	CBCC-DD05 + D5CC-DD65 + C9C8-0FD5	Start on Level 8; rating: Fun
17	CBCC-DD05 + D6CC-DD65 + C9C8-0FD5	Start on Level 9; rating: Fun
18	CBCC-DD05 + DBCC-DD65 + C9C8-0FD5	Start on Level 10; rating: Fun
19	CBCC-DD05 + DCCC-DD65 + C9C8-0FD5	Start on Level 11; rating: Fun
20	CBCC-DD05 + D8CC-DD65 + C9C8-0FD5	Start on Level 12; rating: Fun
21	CBCC-DD05 + DACC-DD65 + C9C8-0FD5	Start on Level 13; rating: Fun
22	CBCC-DD05 + D2CC-DD65 + C9C8-0FD5	Start on Level 14; rating: Fun
23	CBCC-DD05 + D3CC-DD65 + C9C8-0FD5	Start on Level 15; rating: Fun
24	CBCC-DD05 + DECC-DD65 + C9C8-0FD5	Start on Level 16; rating: Fun
25	CBCC-DD05 + FDCC-DD65 + C9C8-0FD5	Start on Level 17; rating: Fun
26	CBCC-DD05 + FFCC-DD65 + C9C8-0FD5	Start on Level 18; rating: Fun
27	CBCC-DD05 + F4CC-DD65 + C9C8-0FD5	Start on Level 19; rating: Fun
28	CBCC-DD05 + F7CC-DD65 + C9C8-0FD5	Start on Level 20; rating: Fun
29	CBCC-DD05 + F0CC-DD65 + C9C8-0FD5	Start on Level 21; rating: Fun
30	CBCC-DD05 + F9CC-DD65 + C9C8-0FD5	Start on Level 22; rating: Fun
31	CBCC-DD05 + F1CC-DD65 + C9C8-0FD5	Start on Level 23; rating: Fun
32	CBCC-DD05 + F5CC-DD65 + C9C8-0FD5	Start on Level 24; rating: Fun
33	CBCC-DD05 + F6CC-DD65 + C9C8-0FD5	Start on Level 25; rating: Fun
34	CBCC-DD05 + FBCC-DD65 + C9C8-0FD5	Start on Level 26; rating: Fun
35	CBCC-DD05 + FCCC-DD65 + C9C8-0FD5	Start on Level 27; rating: Fun
36	CBCC-DD05 + F8CC-DD65 + C9C8-0FD5	Start on Level 28; rating: Fun
37	CBCC-DD05 + FACC-DD65 + C9C8-0FD5	Start on Level 29; rating: Fun
38	CBCC-DD05 + F2CC-DD65 + C9C8-0FD5	Start on Level 30; rating: Fun
39	CBCC-DD05 + F3CC-DD65 + C9C8-0FD5	Start on Level 1; rating: Tricky
40	CBCC-DD05 + FECC-DD65 + C9C8-0FD5	Start on Level 2; rating: Tricky
41	CBCC-DD05 + 4DCC-DD65 + C9C8-0FD5	Start on Level 3; rating: Tricky
42	CBCC-DD05 + 4FCC-DD65 + C9C8-0FD5	Start on Level 4; rating: Tricky
43	CBCC-DD05 + 44CC-DD65 + C9C8-0FD5	Start on Level 5; rating: Tricky
44	CBCC-DD05 + 47CC-DD65 + C9C8-0FD5	Start on Level 6; rating: Tricky
45	CBCC-DD05 + 40CC-DD65 + C9C8-0FD5	Start on Level 7; rating: Tricky
46	CBCC-DD05 + 49CC-DD65 + C9C8-0FD5	Start on Level 8; rating: Tricky
47	CBCC-DD05 + 41CC-DD65 + C9C8-0FD5	Start on Level 9; rating: Tricky
48	CBCC-DD05 + 45CC-DD65 + C9C8-0FD5	Start on Level 10; rating: Tricky
49	CBCC-DD05 + 46CC-DD65 + C9C8-0FD5	Start on Level 11; rating: Tricky
50	CBCC-DD05 + 4BCC-DD65 + C9C8-0FD5	Start on Level 12; rating: Tricky
51	CBCC-DD05 + 4CCC-DD65 + C9C8-0FD5	Start on Level 13; rating: Tricky
52	CBCC-DD05 + 48CC-DD65 + C9C8-0FD5	Start on Level 14; rating: Tricky

Some codes may cause undesired effects (which are not permanent). If this occurs,

53	CBCC-DD05 + 4ACC-DD65 + C9C8-0FD5	Start on Level 15; rating: Tricky
54	CBCC-DD05 + 42CC-DD65 + C9C8-0FD5	Start on Level 16; rating: Tricky
55	CBCC-DD05 + 43CC-DD65 + C9C8-0FD5	Start on Level 17; rating: Tricky
56	CBCC-DD05 + 4ECC-DD65 + C9C8-0FD5	Start on Level 18; rating: Tricky
57	CBCC-DD05 + 7DCC-DD65 + C9C8-0FD5	Start on Level 19; rating: Tricky
58	CBCC-DD05 + 7FCC-DD65 + C9C8-0FD5	Start on Level 20; rating: Tricky
59	CBCC-DD05 + 74CC-DD65 + C9C8-0FD5	Start on Level 21; rating: Tricky
60	CBCC-DD05 + 77CC-DD65 + C9C8-0FD5	Start on Level 22; rating: Tricky
61	CBCC-DD05 + 70CC-DD65 + C9C8-0FD5	Start on Level 23; rating: Tricky
62	CBCC-DD05 + 79CC-DD65 + C9C8-0FD5	Start on Level 24; rating: Tricky
63	CBCC-DD05 + 71CC-DD65 + C9C8-0FD5	Start on Level 25; rating: Tricky
64	CBCC-DD05 + 75CC-DD65 + C9C8-0FD5	Start on Level 26; rating: Tricky
65	CBCC-DD05 + 76CC-DD65 + C9C8-0FD5	Start on Level 27; rating: Tricky
66	CBCC-DD05 + 7BCC-DD65 + C9C8-0FD5	Start on Level 28; rating: Tricky
67	CBCC-DD05 + 7CCC-DD65 + C9C8-0FD5	Start on Level 29; rating: Tricky
68	CBCC-DD05 + 78CC-DD65 + C9C8-0FD5	Start on Level 30; rating: Tricky
69	CBCC-DD05 + 7ACC-DD65 + C9C8-0FD5	Start on Level 1; rating: Taxing
70	CBCC-DD05 + 72CC-DD65 + C9C8-0FD5	Start on Level 2; rating: Taxing
71	CBCC-DD05 + 73CC-DD65 + C9C8-0FD5	Start on Level 3; rating: Taxing
72	CBCC-DD05 + 7ECC-DD65 + C9C8-0FD5	Start on Level 4; rating: Taxing
73	CBCC-DD05 + 0DCC-DD65 + C9C8-0FD5	Start on Level 5; rating: Taxing
74	CBCC-DD05 + 0FCC-DD65 + C9C8-0FD5	Start on Level 6; rating: Taxing
75	CBCC-DD05 + 04CC-DD65 + C9C8-0FD5	Start on Level 7; rating: Taxing
76	CBCC-DD05 + 07CC-DD65 + C9C8-0FD5	Start on Level 8; rating: Taxing
77	CBCC-DD05 + 00CC-DD65 + C9C8-0FD5	Start on Level 9; rating: Taxing
78	CBCC-DD05 + 09CC-DD65 + C9C8-0FD5	Start on Level 10; rating: Taxing
79	CBCC-DD05 + 01CC-DD65 + C9C8-0FD5	Start on Level 11; rating: Taxing
80	CBCC-DD05 + 05CC-DD65 + C9C8-0FD5	Start on Level 12; rating: Taxing
81	CBCC-DD05 + 06CC-DD65 + C9C8-0FD5	Start on Level 13; rating: Taxing
82	CBCC-DD05 + 0BCC-DD65 + C9C8-0FD5	Start on Level 14; rating: Taxing
83	CBCC-DD05 + 0CCC-DD65 + C9C8-0FD5	Start on Level 15; rating: Taxing
84	CBCC-DD05 + 08CC-DD65 + C9C8-0FD5	Start on Level 16; rating: Taxing
85	CBCC-DD05 + 0ACC-DD65 + C9C8-0FD5	Start on Level 17; rating: Taxing
86	CBCC-DD05 + 02CC-DD65 + C9C8-0FD5	Start on Level 18; rating: Taxing
87	CBCC-DD05 + 03CC-DD65 + C9C8-0FD5	Start on Level 19; rating: Taxing
88	CBCC-DD05 + 0ECC-DD65 + C9C8-0FD5	Start on Level 20; rating: Taxing
89	CBCC-DD05 + 9DCC-DD65 + C9C8-0FD5	Start on Level 21; rating: Taxing
90	CBCC-DD05 + 9FCC-DD65 + C9C8-0FD5	Start on Level 22; rating: Taxing
91	CBCC-DD05 + 94CC-DD65 + C9C8-0FD5	Start on Level 23; rating: Taxing
92	CBCC-DD05 + 97CC-DD65 + C9C8-0FD5	Start on Level 24; rating: Taxing
93	CBCC-DD05 + 90CC-DD65 + C9C8-0FD5	Start on Level 25; rating: Taxing
94	CBCC-DD05 + 99CC-DD65 + C9C8-0FD5	Start on Level 26; rating: Taxing
95	CBCC-DD05 + 91CC-DD65 + C9C8-0FD5	Start on Level 27; rating: Taxing

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

96	CBCC-DD05 + 95CC-DD65 + C9C8-0FD5	Start on Level 28; rating: Taxing
97	CBCC-DD05 + 96CC-DD65 + C9C8-0FD5	Start on Level 29; rating: Taxing
98	CBCC-DD05 + 9BCC-DD65 + C9C8-0FD5	Start on Level 30; rating: Taxing
99	CBCC-DD05 + 9CCC-DD65 + C9C8-0FD5	Start on Level 1; rating: Mayhem
100	CBCC-DD05 + 98CC-DD65 + C9C8-0FD5	Start on Level 2; rating: Mayhem
101	CBCC-DD05 + 9ACC-DD65 + C9C8-0FD5	Start on Level 3; rating: Mayhem
102	CBCC-DD05 + 92CC-DD65 + C9C8-0FD5	Start on Level 4; rating: Mayhem
103	CBCC-DD05 + 93CC-DD65 + C9C8-0FD5	Start on Level 5; rating: Mayhem
104	CBCC-DD05 + 9ECC-DD65 + C9C8-0FD5	Start on Level 6; rating: Mayhem
105	CBCC-DD05 + 1DCC-DD65 + C9C8-0FD5	Start on Level 7; rating: Mayhem
106	CBCC-DD05 + 1FCC-DD65 + C9C8-0FD5	Start on Level 8; rating: Mayhem
107	CBCC-DD05 + 14CC-DD65 + C9C8-0FD5	Start on Level 9; rating: Mayhem
108	CBCC-DD05 + 17CC-DD65 + C9C8-0FD5	Start on Level 10; rating: Mayhem
109	CBCC-DD05 + 10CC-DD65 + C9C8-0FD5	Start on Level 11; rating: Mayhem
110	CBCC-DD05 + 19CC-DD65 + C9C8-0FD5	Start on Level 12; rating: Mayhem
111	CBCC-DD05 + 11CC-DD65 + C9C8-0FD5	Start on Level 13; rating: Mayhem
112	CBCC-DD05 + 15CC-DD65 + C9C8-0FD5	Start on Level 14; rating: Mayhem
113	CBCC-DD05 + 16CC-DD65 + C9C8-0FD5	Start on Level 15; rating: Mayhem
114	CBCC-DD05 + 1BCC-DD65 + C9C8-0FD5	Start on Level 16; rating: Mayhem
115	CBCC-DD05 + 1CCC-DD65 + C9C8-0FD5	Start on Level 17; rating: Mayhem
116	CBCC-DD05 + 18CC-DD65 + C9C8-0FD5	Start on Level 18; rating: Mayhem
117	CBCC-DD05 + 1ACC-DD65 + C9C8-0FD5	Start on Level 19; rating: Mayhem
118	CBCC-DD05 + 12CC-DD65 + C9C8-0FD5	Start on Level 20; rating: Mayhem
119	CBCC-DD05 + 13CC-DD65 + C9C8-0FD5	Start on Level 21; rating: Mayhem
120	CBCC-DD05 + 1ECC-DD65 + C9C8-0FD5	Start on Level 22; rating: Mayhem
121	CBCC-DD05 + 5DCC-DD65 + C9C8-0FD5	Start on Level 23; rating: Mayhem
122	CBCC-DD05 + 5FCC-DD65 + C9C8-0FD5	Start on Level 24; rating: Mayhem
123	CBCC-DD05 + 54CC-DD65 + C9C8-0FD5	Start on Level 25; rating: Mayhem
124	CBCC-DD05 + 57CC-DD65 + C9C8-0FD5	Start on Level 26; rating: Mayhem
125	CBCC-DD05 + 50CC-DD65 + C9C8-0FD5	Start on Level 27; rating: Mayhem
126	CBCC-DD05 + 59CC-DD65 + C9C8-0FD5	Start on Level 28; rating: Mayhem
127	CBCC-DD05 + 51CC-DD65 + C9C8-0FD5	Start on Level 29; rating: Mayhem
128	CBCC-DD05 + 55CC-DD65 + C9C8-0FD5	Start on Level 30; rating: Mayhem
129	CBCC-DD05 + 56CC-DD65 + C9C8-0FD5	Start on Level 1; rating: Sunsoft™
130	CBCC-DD05 + 5BCC-DD65 + C9C8-0FD5	Start on Level 2; rating: Sunsoft
131	CBCC-DD05 + 5CCC-DD65 + C9C8-0FD5	Start on Level 3; rating: Sunsoft
132	CBCC-DD05 + 58CC-DD65 + C9C8-0FD5	Start on Level 4; rating: Sunsoft
133	CBCC-DD05 + 5ACC-DD65 + C9C8-0FD5	Start on Level 5; rating: Sunsoft

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Lemmings is a trademark of Psygnosis Limited. Sunsoft is a trademark of Sun Corporation of America.

Some codes may cause undesired effects (which are not permanent). If this occurs,

Paperboy™ 2 Game

Join Paperboy™ and Papergirl™ in their unusual quest: See if you can deliver your papers for three weeks without losing your subscriptions. You can run out of lives quickly from hitting obstacles—so why not use PAPER Code 15 for infinite lives? Code 31, infinite papers, is a big boost too. Expert paperpeople should try Codes 1 and 8 for just one life.

PAPER CODE	KEY IN . . .	EFFECT . . .
1	DFBF-A767	Paperboy™ starts with 1 life instead of 5
2	D7BF-A767	Paperboy starts with 3 lives
3	D5BF-A767	Paperboy starts with 7 lives
4	DBBF-A767	Paperboy starts with 9 lives
5	FBBF-A767	Paperboy starts with 25 lives
6	74BF-A767	Paperboy starts with 50 lives
7	17BF-A767	Paperboy starts with 99 lives
8	DFB5-ADD7	Papergirl™ starts with 1 life instead of 5
9	D7B5-ADD7	Papergirl starts with 3 lives
10	D5B5-ADD7	Papergirl starts with 7 lives
11	DBB5-ADD7	Papergirl starts with 9 lives
12	FBB5-ADD7	Papergirl starts with 25 lives
13	74B5-ADD7	Papergirl starts with 50 lives
14	17B5-ADD7	Papergirl starts with 99 lives
15	DDBE-6404	Infinite lives—but game still ends when all subscriptions are canceled
16	FBC6-DFAD	Start with 25 papers instead of 10
17	74C6-DFAD	Start with 50 papers
18	17C6-DFAD	Start with 99 papers
19	DD6D-6F60	Paper bundles worth 0 if you have less than 10
20	D96D-6F60	Paper bundles worth 5 if you have less than 10
21	F06D-6F60	Paper bundles worth 20 if you have less than 10
22	F36D-6F60	Paper bundles worth 30 if you have less than 10
23	466D-6F60	Paper bundles worth 40 if you have less than 10
24	746D-6F60	Paper bundles worth 50 if you have less than 10
25	DFC1-0FAF	Continue with 1 paper if you had less than 10
26	D9C1-0FAF	Continue with 5 papers if you had less than 10
27	F0C1-0FAF	Continue with 20 papers if you had less than 10
28	F3C1-0FAF	Continue with 30 papers if you had less than 10
29	46C1-0FAF	Continue with 40 papers if you had less than 10
30	74C1-0FAF	Continue with 50 papers if you had less than 10

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

31	DD88-D464	Infinite papers	
32	DB6A-ADA0	Start with 79 seconds instead of 39 in Week 1 training course	
33	D56A-ADA0	Start with 59 seconds in Week 1 training course	
34	D76A-ADA0	Start with 19 seconds in Week 1 training course	
35	DD67-D4D9	Infinite time in training course	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Paperboy and Papergirl are trademarks of Atari Games Corporation.

Pilotwings™ Game

Take off into the wild blue yonder in this truly unique and realistic 3-D flight simulator game, where you get to try parachuting and flying a hang glider (tough!), rocket pack and helicopter. Try combining PILOT Codes 1 and 5 for infinite fuel and infinite time. Codes 2 and 3 work on the plane, rocket and hang glider, and though the effect is not very noticeable, the codes do work.

PILOT CODE	KEY IN . . .	EFFECT . . .	
1	108D-0FA7	Infinite fuel	
2	4DE7-CD0F	Reduce gravity	
3	CDE7-CD0F	Increase gravity	
4	E2EF-6F0F	Increase rocket pack thrust power 3x	
5	DD8E-AFD5	Infinite time	

Pilotwings is a trademark of Nintendo of America Inc.

Pit-Fighter™ Game

In the world of the Pit-Fighter™, skill is a matter of life and death. You fight for the right to face the Masked Avenger™ with the aid of a good variety of moves. Best to win are PIT Codes 1 for more energy, 5 for infinite super powers after you've gotten one, and 12 to give opponents less energy. Code 13 gives opponents more energy and is best for expert fighters.

PIT CODE	KEY IN . . .	EFFECT . . .	
1	EEBF-A4D0	Start with more energy	
2	74BF-A4D0	Start with less energy	

Some codes may cause undesired effects (which are not permanent). If this occurs,

3	D4BF-A760	Start with a lot more energy	
4	D7B3-D769	Start with 3 super powers	
5	DD32-6700	Infinite super powers after gaining one	
6	10C6-07DF	Executioner in match 1 has less energy	
7	DFC6-070F	Executioner in match 1 has more energy	
8	10CB-07DF + DDCB-070F	C.C.™ has less energy in match 2	
9	D4CB-070F	C.C. has more energy in match 2	
10	10C8-07DF	Angel™ has less energy in match 3	
11	DFC8-070F	Angel has more energy in match 3	
12	C485-0DD7 + DD85-0D07 + 10C6-07DF	All opponents have less energy	
13	C485-0DD7 + DD85-0D07 + 10C6-07DF + D4C6-070F	All opponents have more energy	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Pit-Fighter, Masked Avenger, C.C. and Angel are trademarks of Atari Games Corporation.

Radical Psycho Machine Racing™ Game

This game turns the concept of "defensive driving" around 180 degrees! To boost your "offensive driving" abilities, you'll need the right equipment, and to get the right equipment you'll need cash. PSYCH Codes 1 and 2 give you free equipment upgrades. Codes 3 and 4 let you turn around and sell those upgrades for an outrageous profit. And Codes 5 thru 7 start you out with clout. In fact, Codes 6 and 7 give you so much cash that you can start on any level of the game you choose, 'cause all you need to do it is cash.

PSYCH CODE	KEY IN . . .	EFFECT . . .	
1	DDB8-0465	Sturdy tires are free	
2	DDB1-0F65	4-liter high output engine is free	
3	0BBA-0FA5	Sell sturdy tires for $4,910 instead of $10	
4	BBB5-0DA5	Sell 4-liter high output engine for $9,925 instead of $25	

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

5	BBCB-DF61	Start new game with $9,910 instead of $4,910
6	62CB-D701	Start new game with $49,104,910
7	BBCB-DF61 + 62CB-D701	Start new game with $99,109,910

Remember, you can pick 'n mix your codes!

Radical Psycho Machine Racing is a trademark of Interplay Productions.

Raiden Trad™ Game

Climb into your supersonic fighter-bomber, destroy all enemies, and ultimately defeat the conquering armies of Carnass™. For help, try infinite lives with TRAD Codes 4 and 5, and invincibility with Code 6. Alter your bomb payloads with Codes 7 thru 21 and select extra credits with Codes 22 thru 26. For TRAD Codes 1 thru 3, normal is from 2 to 5 lives, a configuration option. For Codes 7 thru 21, normal is from 2 to 5 bombs, also a configuration option. Codes 22 thru 27 apply to 1-player game only. Also, when a credit is used, the number of lives and bombs go back to the normal configuration options. Codes 23 thru 26 may cause your plane to look funny for the first few moments of the game.

TRAD CODE	KEY IN . . .	EFFECT . . .
1	B6BD-D76F	Both players start with 1 life
2	8BBD-D70F + 60BD-D76F	Both players start with 7 lives
3	8FBD-D70F + 62BD-D76F	Both players start with 9 lives
4	3CBD-DDD7	Infinite lives—player 1
5	3CB5-0467	Infinite lives—player 2
6	DDEF-0F1B	Both players are invincible
7	CEBF-D7AF + 62B4-DDDF	Player 1 starts with 0 bombs
8	91BF-D7AF + 6BB4-DDDF	Player 1 starts with 6 bombs
9	8FBF-D7AF + 62B4-DDDF	Player 1 starts with 9 bombs
10	CEB7-D7DF + 62B7-D70F	Player 2 starts with 0 bombs
11	91B7-D7DF + 6BB7-D70F	Player 2 starts with 6 bombs
12	8FB7-D7DF + 62B7-D70F	Player 2 starts with 9 bombs
13	CEB7-DFD7 + 62B7-DF07	Player 1 replacement planes carry 0 bombs
14	91B7-DFD7 + 6BB7-DF07	Player 1 replacement planes carry 6 bombs
15	8FB7-DFD7 + 62B7-DF07	Player 1 replacement planes carry 9 bombs

Some codes may cause undesired effects (which are not permanent). If this occurs,

16	CEBC-0707 + 62BC-0767	Player 2 replacement planes carry 0 bombs
17	91BC-0707 + 6BBC-0767	Player 2 replacement planes carry 6 bombs
18	8FBC-0707 + 62BC-0767	Player 2 replacement planes carry 9 bombs
19	EDE8-67A4 + D9EA-6DD4 + 3CEA-6D04 + 23EA-6DA4	Infinite bombs—player 1
20	2DE8-67A4 + D9EA-6DD4 + 3CEA-6D04 + 23EA-6DA4	Infinite bombs—player 2
21	3CEA-6D64	Infinite bombs—both players
22	D4BF-6F6F	Start with 3 credits
23	D7BF-6F6F	Start with 4 credits
24	D9BF-6F6F	Start with 6 credits
25	D5BF-6F6F	Start with 8 credits
26	DBBF-6F6F	Start with 10 credits
27	DDBF-6F6F	Start with 1 credit

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Raiden Trad and Carnass are trademarks of Electro Brain Corp.

Rival Turf!™ Game

Trying to rid the city of an evil gang makes for a hard life—and a dangerous one. Food isn't plentiful, so use RIVAL Code 8 to get full energy from every bit. When the going gets tough, infinite continues with Code 9 will be handy.

RIVAL CODE	KEY IN . . .	EFFECT . . .
1	DDB7-D4A7	Start with 1 life
2	D5B7-D4A7	Start with 8 lives
3	DBB0-DF07	Start with 9 continues
4	DFB0-DF07	Start with 1 continue
5	EEC4-OD6F + EE64-646C + EE63-04A7 + EE68-A7A1	Start with more energy

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

6	FEC4-0D6F + FE64-646C + FE63-04A7 + FE68-A7A1	Start with less energy	
7	DD62-A7A6	No score lost when special attack is used	
8	DD6A-AD61	Full energy from all food	
9	C2C3-0F0D	Infinite continues	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Rival Turf! is a trademark of Jaleco USA, Inc.

Rocketeer™ Game

Help ace pilot Cliff Secord™ beat the bad guys with the aid of his incredible Cirrus X-3 Rocket Pack™. Use ROCKET Codes 3 thru 9 for more chances . . . all the way up to infinity. Other codes give you protection and allow you to win battles. Codes 33 and 34 do not apply to the Armored Flying Tank™.

ROCKET CODE	KEY IN . . .	EFFECT . . .	
	SOME CODE COMBINATIONS IN THIS GAME MAY CAUSE PROBLEMS. IF SO, DELETE ONE OF THE CODES OR TRY A NEW COMBINATION		
1	DF6C-07AF	Start with 1 chance instead of 3	
2	D46C-07AF	Start with 2 chances	
3	D06C-07AF	Start with 4 chances	
4	D96C-07AF	Start with 5 chances	
5	D16C-07AF	Start with 6 chances	
6	D56C-07AF	Start with 7 chances	
7	D66C-07AF	Start with 8 chances	
8	DB6C-07AF	Start with 9 chances	
9	8260-0FA7	Infinite chances	
10	DD62-67AF	Automatically win first race at Bigelow™	
11	DF62-67AF	First race at Bigelow is 1 lap instead of 10	
12	D962-67AF	First race at Bigelow is 5 laps	
13	DE62-67AF	First race at Bigelow is 15 laps	
14	FB62-67AF	First race at Bigelow is 25 laps	
15	7462-67AF	First race at Bigelow is 50 laps	
16	1762-67AF	First race at Bigelow is 99 laps	

Some codes may cause undesired effects (which are not permanent). If this occurs,

17	DD63-6DDF	Automatically win second race at Bigelow
18	DF63-6DDF	Second race at Bigelow is 1 lap
19	D963-6DDF	Second race at Bigelow is 5 laps
20	DC63-6DDF	Second race at Bigelow is 10 laps
21	FB63-6DDF	Second race at Bigelow is 25 laps
22	7463-6DDF	Second race at Bigelow is 50 laps
23	1763-6DDF	Second race at Bigelow is 99 laps
24	DD63-6D0F	Automatically win third race at Bigelow
25	DF63-6D0F	Third race at Bigelow is 1 lap instead of 10
26	D963-6D0F	Third race at Bigelow is 5 laps
27	FB63-6D0F	Third race at Bigelow is 25 laps
28	7463-6D0F	Third race at Bigelow is 50 laps
29	1763-6D0F	Third race at Bigelow is 99 laps
30	C988-0FAD	Protection against guns (only partly against grenades)—only in hangar
31	0C6D-A4DF	Cliff™ starts with 2/3 normal energy in hangar
32	496D-A4DF	Cliff starts with 1/3 normal energy in hangar
33	0C6D-A7AF	Enemies start with 2/3 normal energy in hangar
34	496D-A7AF	Enemies start with 1/3 normal energy in hangar
35	C98C-DD0F	Protection against Armored Flying Tank™
36	C961-A767	Infinite super shots on pick-up
37	DD6B-D76F	Super shots worth nothing on pick-up instead of 3
38	D16B-D76F	Super shots worth 6 on pick-up
39	DB6B-D76F	Super shots worth 9 on pick-up
40	DA6B-D76F	Super shots worth 12 on pick-up
41	C964-6FDD	Invincibility in the skies
42	C9A0-A40F	Protection against enemy rocketmen on the Zeppelin
43	10A8-DFDF	Easily defeat enemy rocketmen on the Zeppelin
44	10A6-DDDD	Easily defeat Nefarious Villain™

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Rocketeer, Armored Flying Tank, Bigelow, Cliff and Nefarious Villian are trademarks of The Walt Disney Company.

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

Sim City™ Game

Start your own town and grow it into a big city. Great concept—and a challenging, thought-provoking strategy game. CITY Code 1 grants every politician's dream—many kinds of spending don't use up money! (Reality check: money still decreases for annual expenditures.) You can slow the march of time with Code 3, or increase the normal amount of starting money with Codes 4 and 5. (The options screen display will still read $20,000.) Code 2 can make the game somewhat harder, although some players will enjoy the quickened pace.

CITY CODE	KEY IN . . .	EFFECT . . .
1	C28A-AD61	Money doesn't decrease for most types of spending
2	DD67-DFAA	Time goes faster
3	DE67-DFAA	Time goes slower
4	0DAB-6D02 + BAAB-6D62	Start easy game with $40,000
5	1DAB-6D02 + 3CAB-6D62	Start easy game with $60,000
6	86AB-6D02 + D8AB-6D62	Start easy game with $3,000

Sim City is a trademark of Maxis Software.

SmartBall™ Game

Try this selection of codes for this cute action game. Choose from codes that add lives, give protection, and add jumping power. If you're good enough, you can try mastering the game with only one life (SMART Code 1).

SMART CODE	KEY IN . . .	EFFECT . . .
1	DF6D-676D	Start with 1 life instead of 3
2	D96D-676D	Start with 5 lives
3	DC6D-676D	Start with 10 lives
4	FB6D-676D	Start with 25 lives
5	746D-676D	Start with 50 lives
6	176D-676D	Start with 99 lives
7	C2B9-0F0D	Infinite lives
8	C2BE-A467	Protection from most enemies (lose no hearts)
9	C266-04A7	Infinite red balls on pick-up—until continue
10	7762-040D + DE62-0FAD	Go to any level at any time
11	ECC3-DF6D	Super jump

Some codes may cause undesired effects (which are not permanent). If this occurs,

12	E1C3-DF6D	Mega-jump	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

SmartBall is a trademark of Sony Imagesoft Inc.

Space Football™ Game

These select codes allow you to improve your tactical skills in this entertaining future-sport.

SPACE CODE	KEY IN . . .	EFFECT . . .	
1	C2C9-D46F	No pushback on firing	
2	1BC9-DFAF	Push forward on firing	
3	1B26-A7D7	Instant acceleration	
4	C2B9-D7AF	Infinite energy	

Space Football is a trademark of Triffix Entertainment, Inc.

Street Fighter II™ Game

The monster martial-arts action game is here, fresh from the arcade. This is the one that everyone's been waiting for. It has all the right moves, sights and sounds. Enjoy!

STREET CODE	KEY IN . . .	EFFECT . . .	
1	BD62-672A	90 seconds per battle instead of 99	
2	6D62-672A	80 seconds per battle	
3	5D62-672A	70 seconds per battle	
4	1D62-672A	60 seconds per battle	
5	9D62-672A	50 seconds per battle	
6	0D62-672A	40 seconds per battle	
7	7D62-672A	30 seconds per battle	
8	4D62-672A	20 seconds per battle	
9	FD62-672A	10 seconds per battle	
10	DF80-AD64	Win 1 bout to win the match instead of 2 out of 3—must switch off effects before fighting M. Bison™	
11	EDBE-0F09	Dizziness wears off very quickly	
12	C9BE-0DA9	Dizziness lasts longer—on harder levels, won't work on computer	
13	BB63-6D2A	99 seconds in 1st bonus round instead of 40	
14	BD63-6D2A	90 seconds in 1st bonus round	
15	6D63-6D2A	80 seconds in 1st bonus round	

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

16	5D63-6D2A	70 seconds in 1st bonus round
17	1D63-6D2A	60 seconds in 1st bonus round
18	9D63-6D2A	50 seconds in 1st bonus round
19	7D63-6D2A	30 seconds in 1st bonus round
20	4D63-6D2A	20 seconds in 1st bonus round
21	FD63-6D2A	10 seconds in 1st bonus round

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Street Fighter II and M. Bison are trademarks of Capcom USA, Inc.

Super Adventure Island™ Game

Master Higgins™ must save his girl from the evil Dark Cloak™. It's up to you to jump to his aid—and now, not only can you super jump, but you can MEGA-jump with ISLE Code 14. When the bad guys touch you, you're dead meat, so you'd better have plenty of lives. Try Codes 2 thru 8. Only 14 lives left can be displayed on the screen, but you will get the larger number.

ISLE CODE	KEY IN . . .	EFFECT . . .
1	DD6A-646F	Start with 1 life instead of 3
2	D06A-646F	Start with 5 lives
3	DB6A-646F	Start with 10 lives
4	D36A-646F	Start with 15 lives
5	F66A-646F	Start with 25 lives
6	7F6A-646F	Start with 50 lives
7	146A-646F	Start with 99 lives
8	C2B3-D46D	Infinite lives
9	DD6A-67AF	Start with 1 credit
10	D96A-67AF	Start with 6 credits
11	C2CD-0F0D	Infinite credits
12	CBBE-DF94 + FDBE-DFB4	Fruit restores full energy

WHEN USING CODES 13 AND 14, DON'T USE THE GAME'S SUPER JUMP FEATURE

13	798C-DF0D	Super jump
14	408C-DF0D	Mega-jump
15	79C0-A7DD + 79C6-A4DD	Don't lose all weapon power when you die—may give you unusual weapons

Some codes may cause undesired effects (which are not permanent). If this occurs,

16	D766-0FD7	Start in area 1, stage 2
17	D966-0FD7	Start in area 1 bonus round
18	D566-0FD7	Start in area 1, stage 3
19	DC66-0FD7	Start in area 2, stage 1
20	DA66-0FD7	Start in area 2, stage 2
21	D366-0FD7	Start in area 2 bonus round
22	FF66-0FD7	Start in area 2, stage 3
23	F066-0FD7	Start in area 3, stage 1
24	F666-0FD7	Start in area 3, stage 2
25	FC66-0FD7	Start in area 3, stage 3
26	F266-0FD7	Start in area 4, stage 1
27	FE66-0FD7	Start in area 4, stage 2
28	4D66-0FD7	Start in area 4 bonus round
29	4066-0FD7	Start in area 4, stage 3
30	4566-0FD7	Start in area 5, stage 1
31	4B66-0FD7	Start in area 5, stage 2
32	4866-0FD7	Start in area 5, stage 3
33	4266-0FD7	Start in area 5, bonus round

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Super Adventure Island, Master Higgins and Dark Cloak are trademarks of Hudson Soft USA, Inc.

Super Baseball Simulator 1.000™ Game

This is a whole new ballgame—players have the ability to perform superhuman plays like photon balls, missile hits and super catches. These super plays also add extra challenge. 1.000 Code 1, infinite added points, is a choice code. Codes 2 thru 4 are good to increase the challenge of the standard game for experts.

1.000 CODE	KEY IN . . .	EFFECT . . .
1	DDCD-646C	Infinite added points
2	783E-DF6C	Fewer "HR" points to distribute—standard game
3	9D3E-D4DC	Fewer "R" points to distribute—standard game
4	F03E-D46C	Fewer "F" points to distribute—standard game
5	DB3F-070C	More "AV" points to distribute—moderate game
6	DF3F-07AC + BD3F-076C	More "HR" points to distribute—moderate game
7	1634-0DDC + DF34-0D0C	More "R" points to distribute—moderate game

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

8	DBC3-0465	Start with 9 minutes on timer

Remember, you can pick 'n mix your codes!

Super Ghouls 'N Ghosts is a trademark of Capcom USA, Inc

Super Mario World™ Game

Mario™ needs no introduction, and this game brings you the bros. at their best. The basic concept, which revolutionized video games, is actually pretty simple. You run, jump, and get power-ups. Puzzles add extra challenge. Use SUPER Codes 7 and 12 for infinite lives and invincibility, and you'll be able to explore the game to your heart's content. Note that Codes 20 thru 22 only work at the start of game, not on continues. These can be combined with Codes 13 or 14 to create "Start and stay as" codes. With Code 12, invincibility, there are brief moments from time to time when you can still be hurt, so keep on your toes. Also, you will need to switch off the effect if you find you can't advance in the game or pick up an item. This code may also cause some unusual visual effects, which don't affect game play. With Code 17, mega-jump, you may find some places that Mario just shouldn't jump to! Depending on where you jump, you could fall off the screen and die. For this reason, this code is best used not for trying to complete the game, but for having fun exploring it. Codes 20 thru 22 don't work for Luigi™.

SUPER CODE	KEY IN . . .	EFFECT . . .
1	DDB4-6F07	Start with 1 life instead of 5
2	D6B4-6F07	Start with 9 lives
3	D3B4-6F07	Start with 15 lives
4	F6B4-6F07	Start with 25 lives
5	7FB4-6F07	Start with 50 lives
6	14B4-6F07	Start with 99 lives
7	C222-D4DD	Infinite lives
8	D964-A7D7 + D967-AFA7	Extra life at 5 coins instead of 100
9	DC64-A7D7 + DC67-AFA7	Extra life at 10 coins
10	F064-A7D7 + F067-AFA7	Extra life at 20 coins
11	7464-A7D7 + 7467-AFA7	Extra life at 50 coins
12	DD32-6DAD	Start and stay invincible most of the time
13	CBED-6DDF	Stay as Super Mario™, Fire Mario™ or Cape Mario™ when you get hit—extra items may still fall out of box at top of screen
14	CB28-DF6D	Stay as Super Mario™, Fire Mario™ or Cape Mario™ when you fall and die
15	D02C-AF6F	Low jump
16	D42C-AF6F	Super jump

Some codes may cause undesired effects (which are not permanent). If this occurs,

17	DF2C-AF6F	Mega-jump

WITH CODE 18, SOME PUZZLES USE THE TIMER AND YOU MAY NEED TO SWITCH OFF EFFECTS TO ADVANCE

18	C264-64D7	Infinite time
19	D2E5-A7AD	Extra life with every dragon coin instead of 5
20	31B7-6F07	Start as Super Mario
21	CBB7-6D67 + D4B7-6DA7 + 3CB7-6FD7+ 69B7-6F07	Start as Cape Mario
22	CBB7-6D67 + D7B7-6DA7 + 3CB7-6FD7+ 69B7-6F07	Start as Fire Mario
23	DFCE-64A0	Little Yoshi™ grows into big Yoshi after eating just 1 enemy instead of 5
24	D4CE-64A0	Little Yoshi grows into big Yoshi after eating just 2 enemies
25	D7CE-64A0	Little Yoshi grows into big Yoshi after eating just 3 enemies
26	D0CE-64A0	Little Yoshi grows into big Yoshi after eating just 4 enemies

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Super Mario World, Mario, Luigi, Super Mario, Fire Mario, Cape Mario and Yoshi are trademarks of Nintendo of America Inc.

Super Off-Road™ Game

Ever tried getting around the track when you needed an extra boost, and you've got no nitro left? Well, try ROAD Code 1 and never run out again. Key in Code 2 and buy all those accessories to create a winning supertruck, and if you're playing against a friend, let him take Code 3 to even things up.

ROAD CODE	KEY IN . . .	EFFECT . . .
1	D4B7-07AF + 22B0-0FDF	Infinite nitros
2	2BCA-6707	Infinite cash—player 1
3	2B84-DDDD	Infinite cash—player 2
4	D987-6D0F	Start with $500,000
5	DB87-6D0F	Start with $900,000

Remember, you can pick 'n mix your codes!

Super Off-Road is a trademark of Tradewest, Inc.

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

Super R-Type™ Game

This is one tough challenge! As you move through the long levels amidst beautifully detailed graphics, dodging bullets and trying to grab those power-ups, the Game Genie™ is just what you need. TYPE Code 7, infinite lives, is a must. Code 15 lets you power up the spiral motion gun much quicker, and Code 20 lets you keep FORCE once you get it, even when continuing to a new game. For Codes 17 thru 19, normally FORCE units increase in power (up to 3 units) whenever a laser is obtained. The codes prevent you from increasing to the next level. We dare ya to try Code 17—it makes the game nearly impossible!

TYPE CODE	KEY IN . . .	EFFECT . . .
1	DF66-0F00 + CB66-0FD0 + DD66-0F60	Start with 1 life instead of 3
2	D466-0F00 + CB66-0FD0 + DD66-0F60	Start with 2 lives
3	D066-0F00 + CB66-0FD0 + DD66-0F60	Start with 4 lives
4	D966-0F00 + CB66-0FD0 + DD66-0F60	Start with 5 lives
5	D566-0F00 + CB66-0FD0 + DD66-0F60	Start with 7 lives
6	DB66-0F00 + CB66-0FD0 + DD66-0F60	Start with 9 lives
7	C2C7-6D0F	Infinite lives
8	DF6C-A709 + CB6C-A7D9 + DD6C-A769	Continue with 1 life instead of 3
9	D46C-A709 + CB6C-A7D9 + DD6C-A769	Continue with 2 lives
10	D06C-A709 + CB6C-A7D9 + DD6C-A769	Continue with 4 lives
11	D96C-A709 + CB6C-A7D9 + DD6C-A769	Continue with 5 lives
12	D56C-A709 + CB6C-A7D9 + DD6C-A769	Continue with 7 lives
13	DB6C-A709 + CB6C-A7D9 + DD6C-A769	Continue with 9 lives
14	6D80-6DD1 + DD80-6D01	Less time to power-up spiral motion gun
15	DD80-6DA1	Much less time to power-up spiral motion gun
16	6D84-6F01	Spiral motion gun can't get over-charged
17	DD68-6DDB + CB6C-67AB + 7D68-6D6B	All FORCE satellites have 1 unit of power—but can't exceed 1 unit
18	DF68-6DDB + CB6C-67AB + 7D68-6D6B	All FORCE satellites have 2 units of power—but can't exceed 2 units
19	D468-6DDB + CB6C-67AB + 7D68-6D6B	All FORCE satellites have 3 units of power

Some codes may cause undesired effects (which are not permanent). If this occurs,

20	C267-A4D9	Once FORCE has been obtained, keep it forever

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Super R-Type is a trademark of Irem America Corporation.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Super Smash TV™ Game

There are so many bad guys in this challenging game, you need a bit of help sometimes so you can stay alive to win the big prizes. Try TV Code 8 for infinite lives, and with Code 37, your weapon gauge doesn't lose power until you die. Super players can try Codes 1 and 26 to start the game with just one life and no continues. Codes 39 thru 46 affect player 1 joining in after the continue timer runs out.

TV CODE	KEY IN . . .	EFFECT . . .
1	DD62-076D	Start with 3 lives
2	DF62-076D	Start with 4 lives
3	D462-076D	Start with 5 lives
4	D062-076D	Start with 7 lives
5	D962-076D	Start with 8 lives
6	D162-076D	Start with 9 lives
7	D562-076D	Start with 10 lives
8	82BB-DD04	Infinite lives
9	EEB1-D7A4	2 lives after continue—player 1
10	DDB1-D7A4	3 lives after continue—player 1
11	DFB1-D7A4	4 lives after continue—player 1
12	D4B1-D7A4	5 lives after continue—player 1
13	D0B1-D7A4	7 lives after continue—player 1
14	D9B1-D7A4	8 lives after continue—player 1
15	D1B1-D7A4	9 lives after continue—player.1
16	D5B1-D7A4	10 lives after continue—player 1
17	EEB0-DDA4	2 lives after continue—player 2
18	DDB0-DDA4	3 lives after continue—player 2
19	DFB0-DDA4	4 lives after continue—player 2
20	D4B0-DDA4	5 lives after continue—player 2
21	D0B0-DDA4	7 lives after continue—player 2
22	D9B0-DDA4	8 lives after continue—player 2
23	D1B0-DDA4	9 lives after continue—player 2
24	D5B0-DDA4	10 lives after continue—player 2

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

25	8284-AF03	Bonus life worth nothing
26	DD62-0F0D	Start with 0 continues instead of 4
27	DF62-0F0D	Start with 1 continue
28	D462-0F0D	Start with 2 continues
29	D762-0F0D	Start with 3 continues
30	D962-0F0D	Start with 5 continues
31	D162-0F0D	Start with 6 continues
32	D562-0F0D	Start with 7 continues
33	D662-0F0D	Start with 8 continues
34	DB62-0F0D	Start with 9 continues
35	C223-D78B	Infinite continues (but if continue timer runs out and player starts, a credit gets used up)
36	6D65-6403 + DF65-6463	Once you get a mobile force field, you are invincible (the visible effect can wear off, but you still have invincibility)

DON'T COMBINE CODES 37 AND 38

37	8283-67D7	Weapons gauge doesn't lose power until you die
38	6DB8-D404 + DFB8-D464	Don't lose weapon power upgrade when you die, and after you die, weapon power doesn't decrease until you get a new weapon
39	EEBF-D7A4	Player 1 joins in with 2 lives
40	DDBF-D7A4	Player 1 joins in with 3 lives
41	DFBF-D7A4	Player 1 joins in with 4 lives
42	D4BF-D7A4	Player 1 joins in with 5 lives
43	D0BF-D7A4	Player 1 joins in with 7 lives
44	D9BF-D7A4	Player 1 joins in with 8 lives
45	D1BF-D7A4	Player 1 joins in with 9 lives
46	D5BF-D7A4	Player 1 joins in with 10 lives

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Super Smash TV is a trademark of Williams Electronic Games, Inc.

Some codes may cause undesired effects (which are not permanent). If this occurs,

Super Tennis™ Game

In this game, you can choose from among 20 players—and we let you choose super speed for each of them!

TEN

CODE	KEY IN . . .	EFFECT . . .
1	D060-AFAF + D761-AFAF + DD24-07A5	Super speed—Matt
2	D060-AFAF + D761-AFAF + DD24-A7A5	Super speed—Amy
3	D060-AFAF + D761-AFAF + DD27-07A5	Super speed—Brian
4	D060-AFAF + D761-AFAF + DD27-A7A5	Super speed—Kim
5	D060-AFAF + D761-AFAF + DD20-07A5	Super speed—Phil
6	D060-AFAF + D761-AFAF + DD20-A7A5	Super speed—Lisa
7	D060-AFAF + D761-AFAF + DD29-07A5	Super speed—John
8	D060-AFAF + D761-AFAF + DD29-A7A5	Super speed—Erin
9	D060-AFAF + D761-AFAF + DD21-07A5	Super speed—Meyer
10	D060-AFAF + D761-AFAF + DD21-A7A5	Super speed—Donna
11	D060-AFAF + D761-AFAF + DD25-07A5	Super speed—Rich
12	D060-AFAF + D761-AFAF + DD25-A7A5	Super speed—Debbie
13	D060-AFAF + D761-AFAF + DD26-07A5	Super speed—Hiro
14	D060-AFAF + D761-AFAF + DD26-A7A5	Super speed—Colette
15	D060-AFAF + D761-AFAF + DD2B-07A5	Super speed—Steve
16	D060-AFAF + D761-AFAF + DD2B-A7A5	Super speed—Nancy
17	D060-AFAF + D761-AFAF + DD2C-07A5	Super speed—Rob
18	D060-AFAF + D761-AFAF + DD2C-A7A5	Super speed—Yuka
19	D060-AFAF + D761-AFAF + DD28-07A5	Super speed—Mark
20	D060-AFAF + D761-AFAF + DD28-A7A5	Super speed—Barb

Super Tennis is a trademark of Tonkin House.

Teenage Mutant Ninja Turtles™ IV—Turtles in Time™ Game

This is the latest and greatest Turtles™ saga, adapted from the arcade hit. It's fun beating up all the enemies there are to beat up. Beware the bosses, though, the last one in particular. They have a weapon that makes you lose a life immediately! Don't fear, however, because TMNT Code 2 protects against this (but Code 1 does not). Used together, they will make you most awesomely invincible. Experts, try Code 3.

TMNT

CODE	KEY IN . . .	EFFECT . . .
1	892F-0DD7	Protection against most enemy attacks
2	DDAC-6F67	Infinite lives

WHEN USING CODES 3 THRU 9, DON'T CHANGE THE LIVES SETTING ON OPTIONS SCREEN

3	DD28-67D9	Start with 1 life instead of 3

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

4	D028-67D9	Start with 5 lives
5	DB28-67D9	Start with 10 lives
6	4028-67D9	Start with 25 lives
7	0B28-67D9	Start with 50 lives
8	5028-67D9	Start with 75 lives
9	BB28-67D9	Start with 100 lives
10	69B8-A42F + 6FB8-A7FF + DDB8-A79F + DFB8-A4BF	Start on level 2
11	69B8-A42F + 6FB8-A7FF + DDB8-A79F	Start on level 3
12	69B8-A42F + 6FB8-A7FF + DDB8-A79F + D7B8-A4BF	Start on level 4
13	69B8-A42F + 6FB8-A7FF + DDB8-A79F + D0B8-A4BF	Start on level 5
14	69B8-A42F + 6FB8-A7FF + DDB8-A79F + D9B8-A4BF	Start on level 6
15	69B8-A42F + 6FB8-A7FF + DDB8-A79F + D1B8-A4BF	Start on level 7
16	69B8-A42F + 6FB8-A7FF + DDB8-A79F + D5B8-A4BF	Start on level 8
17	69B8-A42F + 6FB8-A7FF + DDB8-A79F + D6B8-A4BF	Start on level 9
18	69B8-A42F + 6FB8-A7FF + DDB8-A79F + DBB8-A4BF	Start on level 10

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Teenage Mutant Ninja Turtles and Turtles are trademarks of Mirage Studios. Turtles in Time is a trademark of Konami, Inc.

Top Gear™ Game

In Top Gear™ racing, nitro is the name of the game. Fuel, too. Select from TOP codes that start you with less (Codes 1, 2 and 5 thru 7) or more (practically all the others). When you have more than 3 nitro boosts, the count on the screen will not be accurate (it always shows either 0, 1, 2, or 3). For infinite nitros (Codes 10 and 11), the count goes down from 3 to 2 but then back to 3 again. Code 14 allows you to select any country without entering a password.

TOP CODE	KEY IN . . .	EFFECT . . .
1	972B-0F64	Start with 1/2 fuel
2	5A2B-0F64	Start with 3/4 fuel
3	C225-6429	Infinite fuel—player 1
4	C223-6D95	Infinite fuel—player 2

Some codes may cause undesired effects (which are not permanent). If this occurs,

5	DD63-6DDD	Start with no nitro boosts instead of 3
6	DF63-6DDD	Start with 1 nitro boost
7	D463-6DDD	Start with 2 nitro boosts
8	D163-6DDD	Start with 6 nitro boosts
9	DB63-6DDD	Start with 9 nitro boosts
10	3C84-6D64	Infinite nitro boosts—player 1
11	3C86-64A4	Infinite nitro boosts—player 2
12	C280-6FA4	Nitro boost lasts until end of race—player 1
13	C288-6DD4	Nitro boost lasts until end of race—player 2
14	6DB7-AFEA	Race in any country

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Top Gear is a trademark of Kemco America, Inc.

Ultraman™ Game

Ultraman™ has a mammoth task on his hands. Mutant monsters have invaded earth, and they're not leaving until they've eaten . . . everybody! Fortunately, to help with this rather serious problem we have the following ULTRA codes. Codes 1 and 8 give you infinite lives and energy, and Code 12 means the mutants will recover more slowly from Ultraman's attacks.

ULTRA CODE	KEY IN . . .	EFFECT . . .
1	4024-6FA7	Infinite chances
2	DD6C-0467	Start with 1 chance
3	D96C-0467	Start with 6 chances
4	DB6C-0467	Start with 9 chances
5	DBB4-DD6D	9 minutes per stage
6	D1B4-DD6D	6 minutes per stage
7	D4B4-DD6D	2 minutes per stage
8	4ABA-67DF	Infinite energy
9	DFAC-D76E	Weaker punch
10	DFA8-DDDE	Weaker kick
11	DD8F-DF0D	Quicker energy replenishment

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

12	3C80-DDDD	Less energy replenishment for enemies	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Ultraman is a trademark of Tsuburaya Productions Co., Ltd.

UN Squadron™ Game

Destroying Project 4™ is the ultimate dogfighting victory for an ace of the skies. But even the best fighter pilot has an off day. If you do, try these codes to put you right. With Codes 3 thru 5, you start the continues with the normal number of lives.

SQUAD CODE	KEY IN . . .	EFFECT . . .	
1	A923-DDDF + A923-DD6F	Infinite lives	
2	AD2C-0D0F	Infinite continues	
3	DF89-040D	Start with 1 life and 1 continue	
4	D989-040D	Start with 5 lives and 5 continues	
5	DB89-040D	Start with 9 lives and 9 continues	
6	2238-A72F	Infinite shots for all weapons	
7	A98E-07D4	Infinite money	
8	DD80-0DAD	Start with no money	
9	BD80-0DAD	Start with $9,000	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

UN Squadron and Project 4 are trademarks of Capcom USA Inc.

WWF Super WrestleMania™ Game

Take 'em down! This game has great graphics, and you can crank up the challenge with MANIA Code 4, which makes punches and kicks do no damage. These codes apply to both one-on-one and tag team matches. Note that they work only for some of the wrestlers in the survivor series.

MANIA CODE	KEY IN . . .	EFFECT . . .	
1	DAC6-6FDD	Both players start with 1/4 energy	
2	F6C6-6FDD	Both players start with 1/2 energy	
3	40C6-6FDD	Both players start with 3/4 energy	
4	DDB1-DF07	Punches and kicks (except flying drop kick) do no damage	

Some codes may cause undesired effects (which are not permanent). If this occurs,

5	D7B1-DF07	Punches and kicks (except flying drop kick) do more damage	
6	D1B1-DF07	Punches and kicks (except flying drop kick) do a lot more damage	
7	DDB0-0FA7	Stomps do no damage	
8	D7B0-0FA7	Stomps do more damage	
9	D1B0-0FA7	Stomps do a lot more damage	
10	DDEE-DF91	Elbow drops do no damage	
11	D9EE-DF91	Elbow drops do more damage	
12	D6EE-DF91	Elbow drops do a lot more damage	
13	DDEE-DF21	Flying elbow drops do no damage	
14	D5EE-DF21	Flying elbow drops do more damage	
15	DCEE-DF21	Flying elbow drops do a lot more damage	
16	DDBB-0407	Headbutts do no damage	
17	D1BB-0407	Headbutts do more damage	
18	DBBB-0407	Headbutts do a lot more damage	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

WWF Super WrestleMania is a trademark of TitanSports, Inc.

Xardion™ Game

See if you can save the solar system with the aid of these powerful codes.

XAR CODE	KEY IN . . .	EFFECT . . .	
1	4A25-0FB4	Immune to collisions	
2	4A31-6DFD	Immune to bullets	
3	DDE2-07CD	Start characters at level 12	

Xardion is a trademark of Asmik Corporation of America.

refer to page 12 for instructions. If you still have problems, call 1-513-868-8835.

Ys – Wanderers from Ys III™ Game

Playing a good role-playing game is like watching an epic movie—you get lost in its imaginary world. In the world of Ys™, you now can have protection from most enemies (WISE Code 1), and start with lots of gold (Codes 3 thru 7). With Code 12, you can buy what you need. As long as you have enough to afford the purchase, no money will be deducted from your total.

WISE CODE	KEY IN . . .	EFFECT . . .	
1	C2B3-D092	Protection from most enemies	
2	DF8E-00BE	Start with 488 gold instead of 1,000	
3	D58E-00BE	Start with 2,024 gold	
4	498E-00BE	Start with 9,704 gold	
5	038E-00BE	Start with 20,200 gold	
6	BA8E-00BE	Start with 40,168 gold	
7	EE8E-00BE	Start with 65,512 gold	
8	CBBB-A192	Gain experience quicker	
9	CBBB-A192 + 79BB-A1B2	Gain experience much quicker	
10	1082-012E	Start with 100 hit points instead of 20	
11	A682-012E	Start with 200 hit points	
12	6DEB-D46F + DCEB-D4AF	Items are free if you have enough money	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Ys – Wanderers from Ys III and Ys are trademarks of American Sammy Corp.

VIDEO GAME ENHANCER

Game Genie™ works on many game titles for the Super Nintendo Entertainment System®. Not all effects can be created at the same time, some effects and combinations of effects are not available on some games, and some game features may not be accessible.

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galoob®

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